

## Teaching Through Games

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Why use games in the language classroom? Based on our experience as ESP teachers, we believe that using games in the language classroom has multiple benefits and can help create an engaging and effective learning environment.

Using games as a pedagogical tool helps to create an environment where students play a very active role in the class. The teacher acts as a facilitator and is there to guide the students through the game by providing instructions, monitoring the development, clarifying things when necessary, concluding, etc. Consequently, teacher talking time is significantly reduced and student talking time increases as students interact with each other to discuss, come up with new ideas, solve problems, etc., depending on the game they are playing.

In addition to being a fun and motivating way of teaching and learning, playing games also fosters skills such as collaboration, creativity, and communication, all of which are important 21<sup>st</sup> century skills. As we all know, in today's world, it's imperative that students leave university not only with content-based knowledge and skills, but also with skills that will enable them to be successful in the workplace and society at large.

Our workshop will take the form of a hands-on session. First, we will explain the pedagogy behind the games and share some tips and tricks. Then, we will showcase some games by playing them with you.

So, if you'd like to get some inspiration for your classes, come and play some games with us! The workshop will be in English but is both French-friendly and Dutch-friendly.