

## Game Based Learning – Tools und Tipps

### Tools

Typ	Tool	Link
<b>Von Text zu Bild</b>	Midjourney	<a href="https://runwayml.com/">https://runwayml.com/</a>
	Stable Diffusion	<a href="https://stablediffusionweb.com/">https://stablediffusionweb.com/</a>
	Genmo	<a href="https://www.genmo.ai/">https://www.genmo.ai/</a>
	Runaway	<a href="https://runwayml.com/">https://runwayml.com/</a>
<b>Von Bild zu Video/Von Text zu Video</b>	Runaway	<a href="https://runwayml.com/">https://runwayml.com/</a>
	Genmo	<a href="https://www.genmo.ai/">https://www.genmo.ai/</a>
<b>Musik/Geräusche</b>	Pixabay	<a href="https://pixabay.com/">https://pixabay.com/</a>
	OER Tacks	<a href="https://www.orca.nrw/oer-support/oer-tracks">https://www.orca.nrw/oer-support/oer-tracks</a>
<b>Texte: Skripte, Rätsel-Ideen, Geschichten</b>	ChatGPT	<a href="https://chat.openai.com/">https://chat.openai.com/</a>
<b>Tools für interaktive Rätsel</b>	H5P	<a href="https://h5p.org/">https://h5p.org/</a>
	Interacty	<a href="https://interacty.me/de">https://interacty.me/de</a>
<b>Tools für interaktive/Rätsel-Touren</b>	Actionbound	<a href="https://de.actionbound.com/">https://de.actionbound.com/</a>
	Thinglink	<a href="https://www.thinglink.com/">https://www.thinglink.com/</a>

### Material & Tipps Net[t]working-Veranstaltung

Was	Link
<b>Poster</b> Escape Rooms in der Lehre	<a href="https://zfw.rub.de/wp-content/uploads/2023/05/Networking_Escape_Rooms_in_der_Lehre_Poster.pdf">https://zfw.rub.de/wp-content/uploads/2023/05/Networking_Escape_Rooms_in_der_Lehre_Poster.pdf</a>
<b>Poster</b> Actionbound Interactive Story	<a href="https://zfw.rub.de/wp-content/uploads/2023/05/Networking-Actionbound_Poster.pdf">https://zfw.rub.de/wp-content/uploads/2023/05/Networking-Actionbound_Poster.pdf</a>

<b>Poster</b> “Digital Escapes. The Importance of Spatiality in Game Design”	<a href="https://zfw.rub.de/wp-content/uploads/2023/05/DigitalEscapes_Poster_Networking_20231018.pdf">https://zfw.rub.de/wp-content/uploads/2023/05/DigitalEscapes_Poster_Networking_20231018.pdf</a>
<b>Präsentation</b> Making-of   Epic Fails	<a href="https://zfw.rub.de/wp-content/uploads/2023/05/Networking_Making-of_Epic_Fails_Praesentation.pdf">https://zfw.rub.de/wp-content/uploads/2023/05/Networking_Making-of_Epic_Fails_Praesentation.pdf</a>
<b>Präsentation</b> Einführung Game Based Learning	<a href="https://zfw.rub.de/wp-content/uploads/2023/05/Networking_Praesentation_November_2023-neu.pdf">https://zfw.rub.de/wp-content/uploads/2023/05/Networking_Praesentation_November_2023-neu.pdf</a>

## Freies Material zu Escape Rooms in der Lehre

Was	Link
<b>Kurs</b> “Digital Escapes. The Importance of Spatiality in Game Design”	<a href="https://open.ruhr-uni-bochum.de/lernangebot/digital-escapes-importance-spatiality-game-design">https://open.ruhr-uni-bochum.de/lernangebot/digital-escapes-importance-spatiality-game-design</a>
<b>Kurs</b> “Online Escape Room Mittelalter”	<a href="https://open.ruhr-uni-bochum.de/lernangebot/online-escape-room-mittelalter">https://open.ruhr-uni-bochum.de/lernangebot/online-escape-room-mittelalter</a>
<b>Kurs</b> “INTERdisciPLAYnarity”	<a href="https://open.ruhr-uni-bochum.de/lernangebot/interdisciplanarity">https://open.ruhr-uni-bochum.de/lernangebot/interdisciplanarity</a>
<b>Leitfaden</b> zur Entwicklung digitaler Escape Games für die (Hochschul-)Lehre	<a href="https://www.twillo.de/edu-sharing/components/render/b2068394-eb11-41b3-9481-805325863450">https://www.twillo.de/edu-sharing/components/render/b2068394-eb11-41b3-9481-805325863450</a>
<b>LEHRELADEN-Text</b> zu Game Based Learning/Gamification	<a href="https://lehreladen.rub.de/e-learning-technik-in-der-lehre/game-based-learning/">https://lehreladen.rub.de/e-learning-technik-in-der-lehre/game-based-learning/</a>
<b>Open Text Book</b> “Game Based and Adaptive Learning Strategies”	<a href="https://open.umn.edu/opentextbooks/textbooks/game-based-and-adaptive-learning-strategies">https://open.umn.edu/opentextbooks/textbooks/game-based-and-adaptive-learning-strategies</a>