Self-training module and serious game for a flipped classroom about liquid-liquid extraction for future engineers in lifelong learning
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Self-training module and serious game for a flipped classroom about liquid-liquid extraction for future engineers in lifelong learning

Marie DEBACQ

Focus on your Learners by Involving them in the Process

Russell's "no significant difference" Digital tool does nothing BUT pedagogical development enables much.

More in-depth acquisition of knowledge.
New skills (autonomy, cooperation, creativity, communication).
True change of posture:
✓ the teacher becomes a guide and is no more the only one who knows;
✓ the learner becomes much more active and open.
Requires more time than traditional teaching.
The scientific content and the final level are not negotiable, but we build together the means to get there.
Don’t flip out, it’s just a flipped classroom!