



## CALL FOR PAPERS

The **International Conference on Gamifying Mathematics in CLIL Contexts: Approaches and Good Practices (23-24 November 2021)** aims to gather researchers, teachers, and graduate students in the field of mathematics teaching and bilingual/plurilingual education to address issues related to gamification, game-based learning, CLIL for mathematics, and mathematics education.

The main objectives of this Conference are to show how active methodologies, especially Game-Based Learning through CLIL, can be a key vehicle and context to help learners enhance their mathematical and linguistic literacies. Under the constant transformations in the fields of Education and, in particular, in Bilingual/Plurilingual Education, there exists a need for an academic event to exchange the latest original research in this area.

We look forward to a joint reflection on mathematics teaching, gamification and game-based learning, and bilingual/plurilingual education in diverse educational contexts at the international level. This Conference can help both teachers and researchers to reflect on good practices, new ideas and methodologies under experimentation at the international level, by creating moments for dialogue, reflection and debate among professionals in an online event designed with plenary lectures, communications and educational experiences.

The International Conference on Gamifying Mathematics in CLIL Contexts: Approaches and Good Practices is one of the last dissemination activities of the **Erasmus+ Project “Gamifying CLIL within a Mathematics Context”** (Ref. 2018-1-UK01-KA203-048071), and it is supported by the European Commission through the Erasmus+ Programme Key Action 2: Strategic Partnerships for Higher Education.

Communications should deal with any of the following **topics** and contextualised in any international and/or multilingual settings:

- Gamification and Mathematics Learning and Teaching
- Game-Based Learning and Teaching and Mathematics
- Bilingual/Plurilingual Education and Mathematics

# INTERNATIONAL CONFERENCE ON GAMIFYING MATHEMATICS IN CLIL CONTEXTS: APPROACHES AND GOOD PRACTICES



This is an **online conference** that will be broadcasted via **Cisco Webex**:

- If you are a virtual speaker, you will be able to present up to two communications (15 min communication + 5 min discussion) in a thematic panel.
- If you are a virtual attendee, during the Conference you will have access to all the virtual programme via streaming.

## KEY DATES

Abstract submission	25 October 2021
Notification of acceptance	5 November 2021
Early bird registration	5 November 2021
Final date for registration	19 November 2021
Conference dates	23-24 November 2021
Submission of full paper for publication	1 December 2021

## LANGUAGES OF THE CONFERENCE

English, Spanish, Italian, Dutch, French and German

## SUBMISSION OF ABSTRACTS

Abstracts, 200-250 words, can be submitted via the **official website of the Conference**.

**CONTACT:** [gamifyingmaths@gmail.com](mailto:gamifyingmaths@gmail.com)

## FURTHER INFORMATION

<https://www.gamifyingmaths.eu/>

