

**SP - (16289) - E-LEARNING TRAINING OF BIOLOGY TEACHERS WITH A FOCUS ON DIGITAL GAME DESIGN**

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**Short Abstract**

*This work presents, in general, the intervention period of a PhD research in Educational Sciences, in the area of Educational Technology, with a focus on the training of Biology teachers for the development of constructionist teaching strategies, more precisely Digital Game Design (DGD). The research context is located in Portugal and in Rio Grande do Sul, Brazil, aiming to identify the DGD space in initial and continuous training of Biology teachers. In each context, two training courses were developed, one for practicing teachers and the other for teachers in initial training. The activities, in a total of sixty hours, were carried out through e-learning, supported by the Moodle platform, with a synchronous weekly meeting. During this period, teachers worked on their knowledge about Constructionism, Computational Thinking and Digital Game Design itself, developed on the Scratch platform (MIT). In addition to the challenges already inherent to teacher training, the concomitance of the COVID-19 pandemic impacted teacher participation, but also brought a new look into the need for frequent adaptation of teachers to current needs and the benefits of collaborative work within the school community. This work is funded by CIED – Research Centre on Education, project UID/CED/01661/2019, Institute of Education, University of Minho, through national funds of FCT/MCTES-PT and and Technology Enhanced Learning and Societal Challenges (TELSC) PhD Program, PD/BD/135199/2017.*