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

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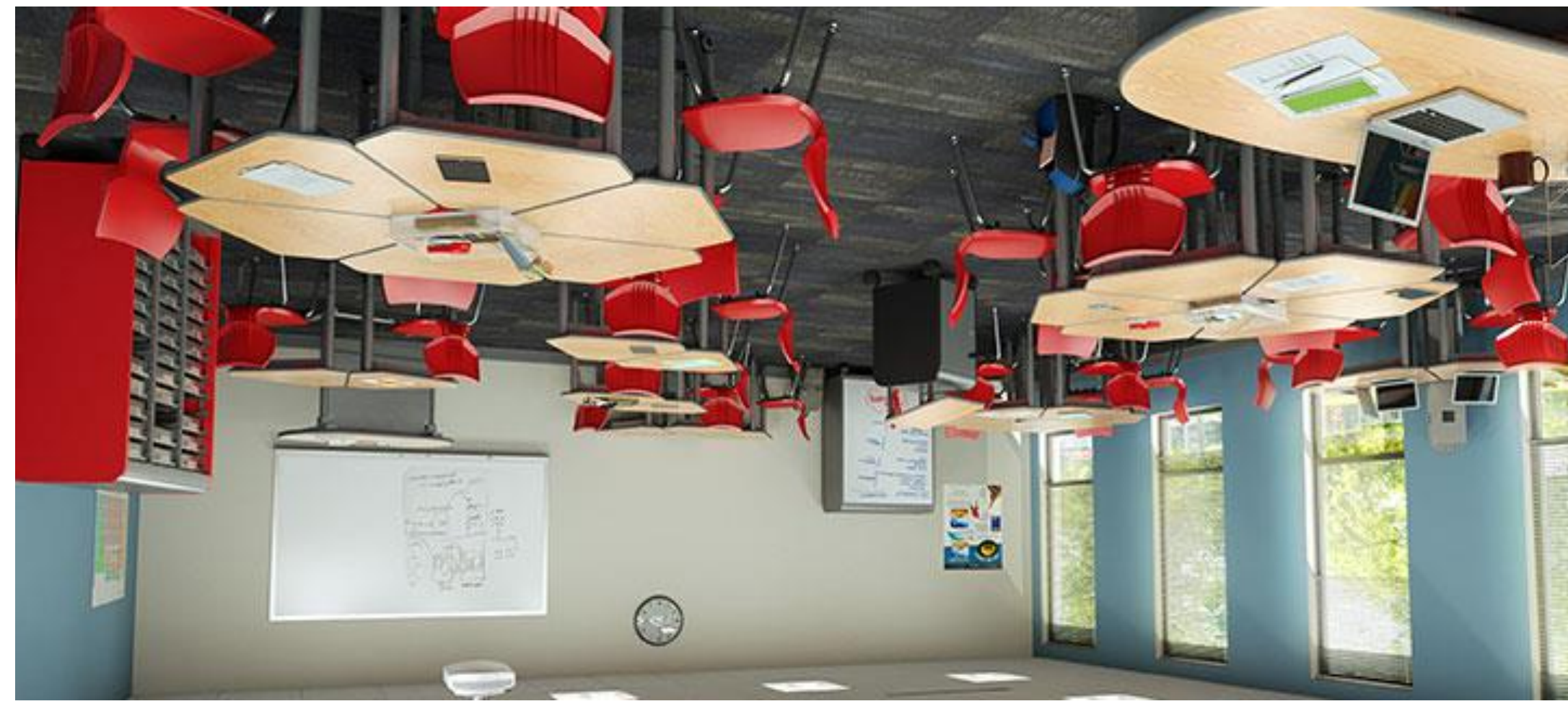
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Self-training module and serious game for a flipped classroom about liquid-liquid extraction for future engineers in lifelong learning

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Focus on your Learners by Involving them in the Process

tools

learning environment



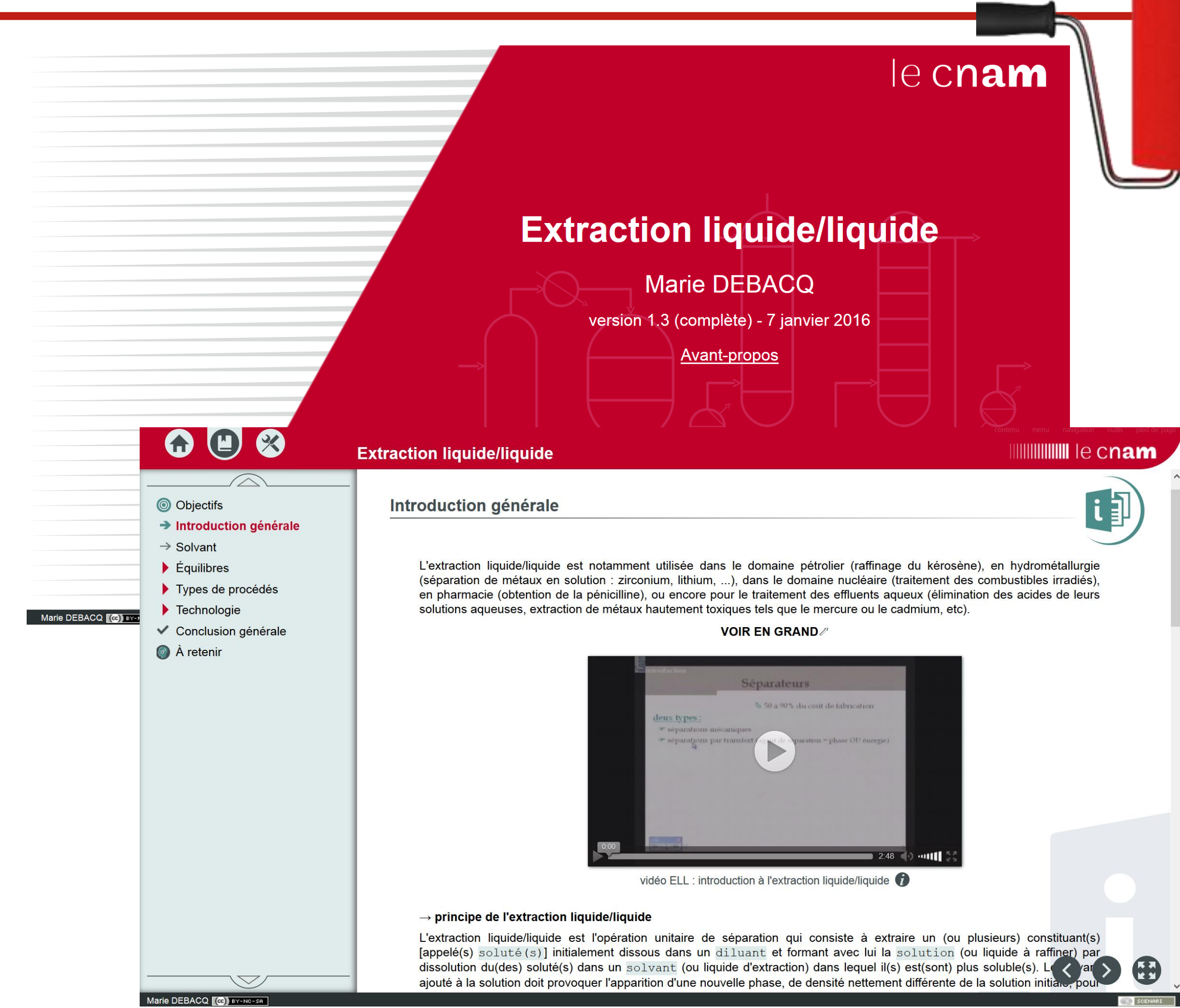
virtual classroom



SCENARI publishing chain

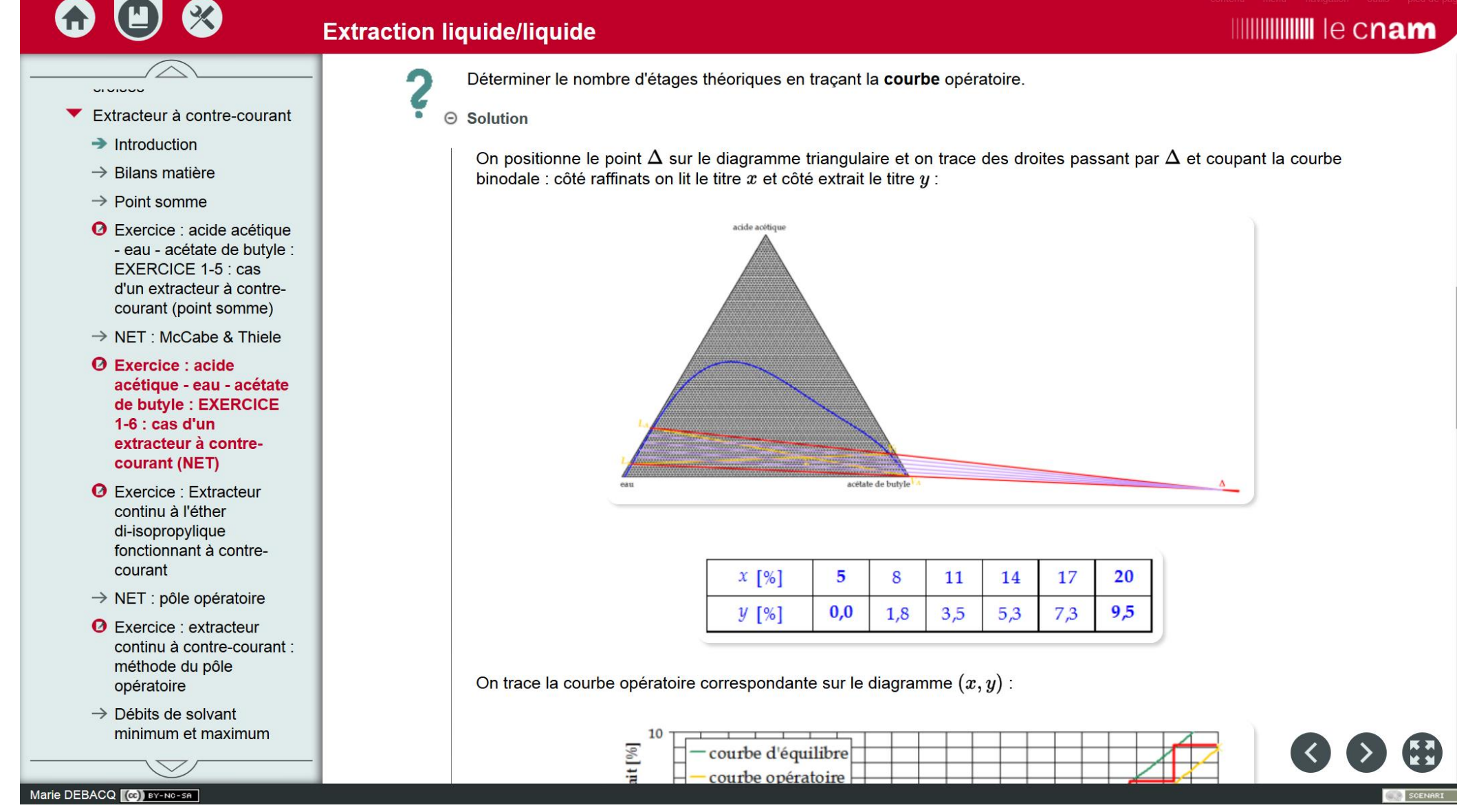
Russell's "no significant difference"
Digital tool does nothing
BUT pedagogical development enables much.

module



embedded VIDEOS

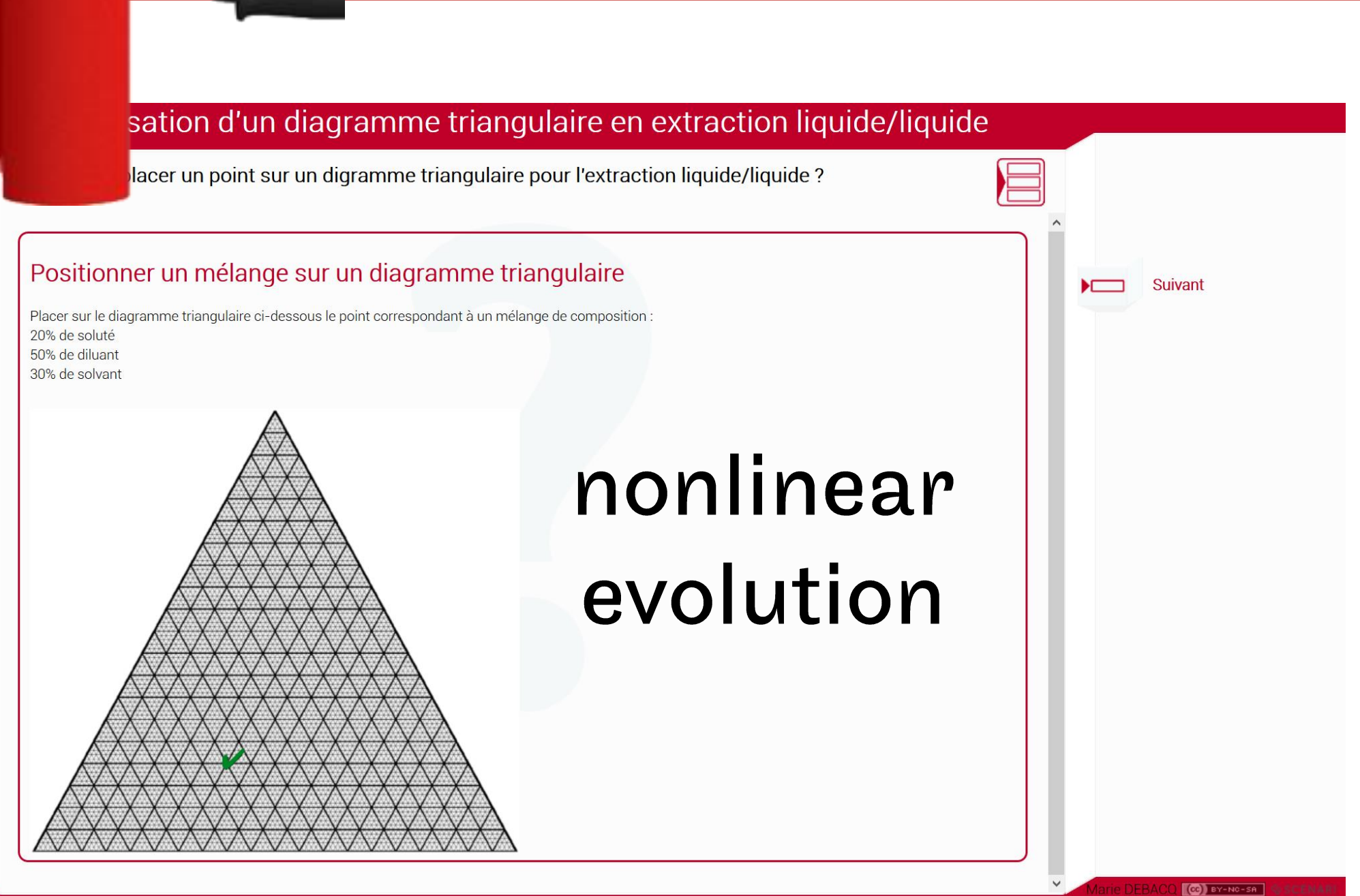
QUIZZES & exercises



x [%]	5	8	11	14	17	20
y [%]	0.0	1.8	3.5	5.3	7.3	9.5

serious game

Positionner un mélange sur un diagramme triangulaire



nonlinear evolution

results

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!

