After the game selection for each participant - as described in MG 2 - has taken place, the game phase can begin. The aim is to learn as independently as possible while using the tablet.

MG 3a: Guide to playing and supporting during the workshop

The following guide gives recommendations for support before and during play:

1. Take the following document MG 3b. This step model describes support recommendations for the different learning conditions.

2. Depending on the column from which the individual participant has chosen the game (MG 2b), either the level 1, 2 or 3 is to be selected. Columns 4 and 5 are relevant for later rounds of play or only play a role if the requirements of level 3 are met.

3. **Support:** In general, you should promote the most independent learning experience possible with the tablet. This means that each participant should perform as many actions as possible independently and without too much instruction. However, it is important to avoid both over- and under-demanding. For this reason, the implementation of the support described in each step is recommended. For levels 1 to 3, for example, it may be important to explain the game rules and, if necessary, briefly present the operation. After initial support, participants should play as independently as possible. You should only give assistance in the game phase if:

   a. it is explicitly desired, or

   b. when they perceive frustration or other negative feelings.

   However, it is particularly important to respond to the different needs of the participants in an individualized, dynamic and appropriate way in order to promote positive learning experiences. The task descriptions of the mentor and the participants serve as orientation and must always be adapted to the needs of the individual participants.

4. The document MG 2b has space for notes on the gameplay of the individual participants (for example, what level of support was chosen, what support was given? What problems could be overcome without help?).

5. After completing 1 - 3 rounds, move on to MG 4. The decision on how long to play depends on the needs and wishes of the participants.

MG 3b: Selection of the support level

Step 5

Task learning support: Explanation of the task (see "Task of the Participant"); Assistance when needed

Task learning support: Explore the app store to pick a game; install game; open game; Explore the gameplay; playing the game; perhaps start new game round with changed settings.

Step 4

Several different games to choose from, which are installed on the tablet.

Task learning support: Explanation of the task (see "Task of the Participant"); Assistance when needed

Task of the participant: Exploring the tablet to pick a game; Open game; Explore gameplay; Playing game; perhaps start new game round with changed settings.

Step 3

Game from **column C**

Game is already installed on the tablet.

Task learning support: Explanation and possibly short presentation of the game principle; Request to make changes to the settings; Assistance when needed

Task of the participant: Open game; self-sustained playing as far as possible; Make any changes to the settings before the first or between the first and second rounds of play (e.g. Change difficulty level, start new game round with changed settings, ...)

Step 2

Game from **column B**

Game is already installed on the tablet.

Task learning support: Explanation and possibly short presentation of the game principle; Request to make changes to the settings; Assistance when needed

Task of the participant: Play as independently as possible

Step 1

Game from **column A**

Game is already installed on the tablet.

Task learning support: Explanation and possibly short presentation of the game principle; Request to make changes to the settings; Assistance when needed

Task of the participant: Play as independently as possible