

PapyGame: teaching programming turns into a game

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The platform, to which Fondazione Bruno Kessler's researchers contributed, received the award for best software at the MODELS 2020 International Conference

The [PapyGame](#) platform created with the contribution of FBK researchers **Annapaola Marconi**, **Antonio Bucchiarone** and **Mirko Perillo** received the award for best software at the 23rd [MODELS 2020 International Conference on model.based engineering languages and systems](#).



With PapyGame, faculty can therefore use the classic elements of a game (points, levels, rankings) in the educational context and define a set of calibrated exercises and levels for students in order to evaluate their learning. Students perform their exercises as if they were challenges, obtaining points and positioning themselves in an overall performance ranking.

“PapyGame”, Bucchiarone explains, “is an innovative method for instructors and, at the same time, allows to keep students’ attention high through the use of competition dynamics and personalized challenges”.

Please find full information on the platform at: [PapyGame](#)

In addition to the researchers at Fondazione Bruno Kessler, the team includes: Maxime Savary-Leblanc (University of Lille, CEA LIST France), Xavier Le Pallec (CRISTAL, IRCICA, University of

Lille), Jean-Michel Bruel (IRIT, University of Toulouse), Antonio Cicchetti (IDT Department Mälardalen University, Västerås, Sweden), Jordi Cabot (ICREA, UOC, Spain), Sebastien Gerard (CEA-LIST, France), Hamna Aslam (IRIT, Innopolis University, Russia).

Oltre ai ricercatori della Fondazione Bruno Kessler, del team fanno parte: Maxime Savary-Leblanc (University of Lille, CEA LIST France), Xavier Le Pallec (CRISTAL, IRCICA, University of Lille), Jean-Michel Bruel (IRIT, University of Toulouse), Antonio Cicchetti (IDT Department Mälardalen University, Västerås, Sweden), Jordi Cabot (ICREA, UOC, Spain), Sebastien Gerard (CEA-LIST, France), Hamna Aslam (IRIT, Innopolis University, Russia).

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