Gamify your Teaching

Increasing Vocational competences of entrepreneurship

Teaching with the use of gamification

LTTA in Modena (IT)

The 5-day LTTA (Short-term joint staff training) of the GAMIFY YOUR TEACHING project was held in Modena in May 9 to 13.

The seven partners involved in the project met in Modena and **worked intensively on the creation of scenarios of the educational game about entrepreneurship**, the project final intellectual output. It is a teaching tool that will be made available to teachers and trainers who deal with entrepreneurship to support education and engage the students actively and proactively in their learning path.
The meeting took place at HAPPEN in Modena.

The partners worked in groups on the **7 scenarios** that will be part of the game:
1. Increasing self-confidence and self-belief
2. Understanding if self-employment is right for me
3. Goal setting and visualization
4. How to start and run a business from home
5. Developing a business model
6. Market research
7. Role of social media in establishing your business

What's going on in the GAMIFY project

The development of the GAMIFY game is moving on.

We are working now into getting 7 scenarios mentioned earlier implemented as playable scenes divided into levels. While the current interface is not in its final shape, and most of the development work is currently done "under the hood", please do expect another update from us soon!

Get connected!

Facebook
https://www.facebook.com/GamifyYourTeaching/

Twitter
https://twitter.com/GamifyTeaching

Web
http://gamify-project.eu/

NEXT STEPS of the GAMIFY project!

At the moment the project partners, under the coordination of CWEP (PL), are working on the **definition of the game scenarios** in order to elaborate the main structure of the game. Then the GAME will be tested by 2 teachers per country in order to be further improved.
All project partners will meet again in October for the **Second Intermediate Meeting in Kaunas (Lithuania)**: the upcoming meeting in Lithuania will be useful for discussing and planning the structure of the didactic materials as it will be organised right before working on the didactic materials (leaded by CNIPMMR).

Thus, this meeting will follow the final development of the game scenarios, so that all partners can discuss the details related to the technical implementation of scenarios and to the testing phase.

Some examples of GAMIFICATION in business

As the GAMIFY YOUR TEACHING project is going to realize, **gamification** can be applied to teaching ENTREPRENEURSHIP and it would be a successful practice.

Here are **some great examples** of GAMIFICATION in business:

> SAMSUNG NATION
Samsung gets social and creates user-generated content by rewarding users for getting engaged with the community. In exchange, users are awarded with badges and progress through levels of achievement.

> URGENT EVOKE (by the World Bank)
Players are challenged to complete ten missions and ten quests paced over the course of ten weeks. Those who successfully complete the required challenges earn the distinction of "World Bank Institute Social Innovator."

> TREEHOUSE
It's an academy for online learning. Students choose from various tracks for defined outcomes, and earn badges and points as they work through the courses to show off their achievements.