Gamify your Teaching

C.N.I.P.M.M.R. ARAD · F&G consultores · inova consultancy · KMOP KINDLING A BETTER WORLD · InEuropa · Socialinių inovacijų fondas · CWEP Centrum Wspierania Edukacji i Przedsiębiorczości

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Increasing Vocational competences of entrepreneurship

Teaching with the use of gamification

2nd Intermediate Meeting in Kaunas (LT)

On the 20 and 21 October, **the GAMIFY partners met again in Kaunas, Lithuania**, to discuss on-going activities and the following project steps.

The II intermediate meeting was a good ground for the project partners to review the scenarios and start the concrete implementation of the educational game.
During the meeting **the out coming game**, being the main product of GAMIFY project, was analysed in details as to highlight the key aspects of the scenarios to be finalized and also decide on the supporting documents to be produced for guiding the user.

Moreover, the partners agreed on the **preparation of didactical materials for Teachers and guidelines on how to use the game in class** being focal for the delivery and testing of the game in schools.

IO4 was also launched fir the collection of case studies in Europe.

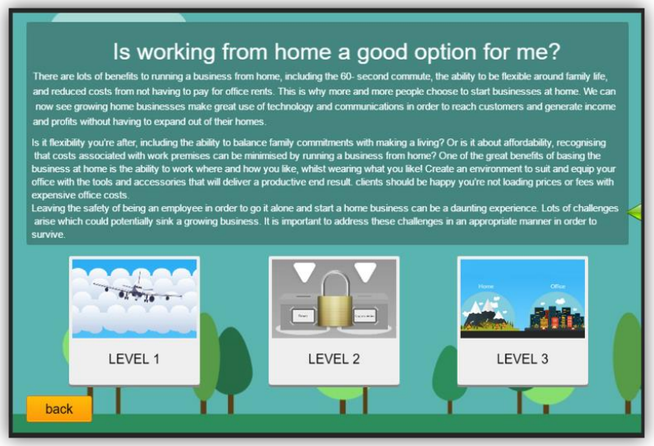
What's going on in the GAME DEVELOPMENT!

The development of the GAMIFY game is moving on and we are working on the structure to be implemented as follows:

1 – LIST OF MODULES

This screen is displayed after the selection of a new game / continue on the Home screen. Contains a list of available modules.

2 – MODULE SCREEN (WITH INTRODUCTION)



This screen with all module scenes is available after a module selection. There is also a module introduction text.

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

Twitter
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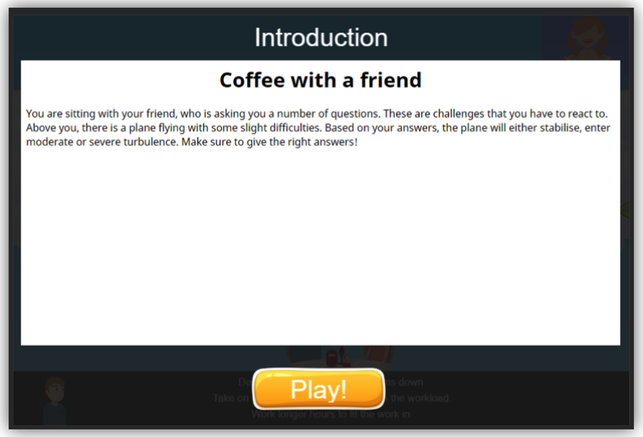
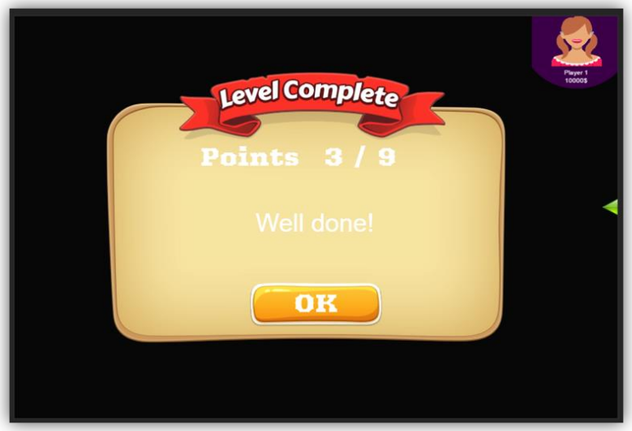
Web
http://gamify-project.eu/

3 – SCENE INTRODUCTION



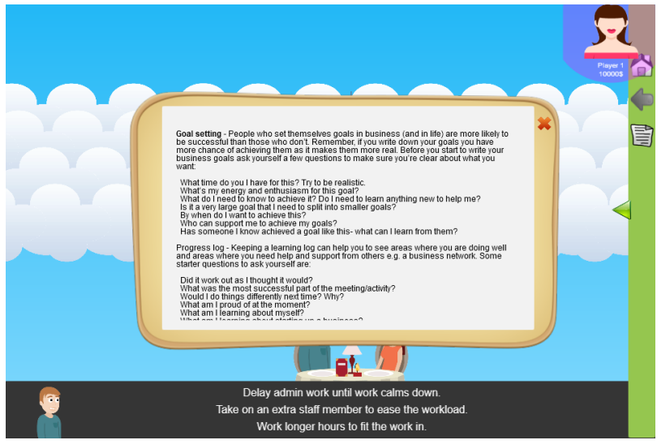
This one is showing a scene introduction text, it is available after selecting the interesting scene / level at Module screen.

4 – FEEDBACK AT THE END OF THE SCENE



This screen with a player score and short feedback is shown at the end of each scene.

5 – SCENE SIDEBAR INFO



Scene info is available after clicking page icon when sidebar menu is expanded.

NEXT STEPS of the GAMIFY project!

At the moment the project partners, under the coordination of CWEP (PL), are working on the **implementation the game with the defined scenarios**.
Once the game is ready, it will be tested by 2 teachers per country in order to be further improved.

Moreover, after **discussing and planning the structure of the didactic materials** during the second intermediate meeting in Kaunas, all partners, leaded by CNIPMMR, will work on the **DIDACTIC MATERIALS FOR VET TEACHERS (IO3).**

In parallel, the work on **IO4 COLLECTION OF BEST PRACTICES** will be started under the coordination of SIF. The aim is to collect at least 5 example of successful businesses per partner coming from all over Europe, in order to be useful for inspiring new entrepreneurs and new business ideas.

Erasmus+

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