



Co-funded by the  
Erasmus+ Programme  
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Press release

## **INNOVET – EDUCATION THROUGH GAMIFICATION**

Innovative teaching tools for VET teachers and trainers

### **Erasmus+ encourage the use of innovative tools for online education**

The integration of "Gamification" and "Game-Based Learning" strategies in education is necessary but also challenging. In order to meet the needs of teachers from all sectors of education and especially from the vocational training sector in overcoming the challenges imposed by the rapid development of technology, the National Agency for Community Programs in Vocational Education and Training in Romania, ANPCDEFP provided funding for the development of new online training tools based on gamification elements.

The project **“INNOVET - Game-based learning: innovative e-learning pedagogies for VET teachers”** addresses the digital transformation and aims to develop a digital educational ecosystem with tools and tutorials for education providers to use digital technologies for learning in a creative and collaborative way.

This goal will be achieved through an Erasmus + strategic partnership project implemented by:

- Association TEAM 4 Excellence, România – Consortium leader
- Carol I Constanța Commercial College, România
- Association AKIRA, Italy
- Konya Provincial Directorate of National Education, Turkey

The digital education ecosystem that will allow the development of online learning programs based on gamification elements will be realized in the next two years with financial support provided by the Erasmus + program of the European Union.

Follow the project page <https://trainingclub.eu/innovet/> to be up to date with the latest news on the stages, progress and activities of the INNOVET project: ID 2021-1-RO01-KA220-VET-000030350.