

22 July 2022, Press release

INNOVET – Education through gamification

The Erasmus+ programme of the European Union encourages the use of innovative tools for online education. In this context, 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. Integrating "Gamification" and "Game-Based Learning" strategies in education is necessary but also challenging.

The INNOVET Erasmus + strategic partnership project is implemented by:

- Association TEAM4Excellence, Romania – Consortium leader
- Carol I Constanța Commercial College, Romania
- Association AKIRA, Italy
- Konya Provincial Directorate of National Education, Turkey

The aim of the INNOVET project is to bring together VET experts from partners' organizations for joint learning & knowledge & best practices in pedagogy for Game-based learning and gamification. The expected results of the INNOVET project are:

- Increased digital competencies of VET teachers to apply new knowledge of game-play mechanics and dynamics to education, for adapting to digital education on the path to digital transformation
- Extended network of staff with similar goals
- Improved multilingual competencies for communication & cultural awareness of participants



Between 18 and 22 July, the INNOVET project partners participated in a co-working lab about the Innovative e-learning pedagogies for VET educators. The Erasmus+ mobility took place in Naples, with

participants from Turkey, Romania and Italy. During this lab, we shared experiences and tools to support VET providers deliver attractive online learning experiences with the use of gamification.

The 5-day agenda included presentations of the participants and their organisations, ice-breakers, discussions about the course learning outcomes, evaluation tools and course expectations. Participants then went through the 5-Stage Model of e-Learning which was considered a good methodology to be implemented further into the project development.

Moreover, the course attendants went through the logic of the Bloom Taxonomy which is a useful framework to define course objectives, in the remember, understand, apply, analyse, evaluate and create sequence. Then each partner presented good practices for teaching. The representatives of partner organisations presented and delivered game-based activities such as FunGo, which contains concept-based questions regarding mathematical functions and “Want to be a millionaire”, a fun-game to test and improve knowledge in different areas. The course continued with many other tools and techniques, including co-creation tools which can be used in the design of online and face-to-face courses but also to assist the delivery of non-formal education activities.



In the end, the facilitator from the host organisation wrapped it all up and evaluated the entire teaching and learning activity. Going forward, participants are bringing these new experiences into their organisations and communities. These will further assist project partners to create the digital education ecosystem that will allow the development of online learning programs based on gamification elements which will be realized in the next period 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.