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INNOVET – Innovating vocational education through games

Innovative teaching tools for VET teachers and trainers

The international consortium of the “[Game-Based Learning: Innovative e-learning pedagogies for VET educators](https://trainingclub.eu/innovet/)” (INNOVET) project, a cooperation partnership co-funded by the Erasmus+ Programme of the European Union, convened in Italy to share progress in their mission to innovate vocational education and training through games.



The four consortium members from Romania ([Association TEAM 4 Excellence](#) - Consortium leader, and [Carol I Constanta Commercial College](#)), Italy ([Associazione Akira](#)) and Turkey ([Konya Provincial Directorate of National Education](#)) met on 5 April 2023 in Caserta, Southern Italy, to discuss the state of the art on the second major result of the project: **Templates of Game-Based E-Learning Programs**, co-created and validated with teachers and trainers

from the three countries. The templates were built on the results of the transnational research on [Gamified solutions for vocational e-learning](#) conducted by the consortium¹ and aim to guide vocational education and training providers in designing attractive and motivating learning experiences for their students through gamification and game-based learning. The templates will be transferred to **INNOVET’s digital education ecosystem** <https://courses.trainingclub.eu/>, an educational and digital platform which will enable teachers and trainers to generate their gamified e-learning programmes.

The consortium members discussed their experience in using the templates in their own educational contexts, as well as the development of future activities, such as the testing and piloting of the templates and the digital education ecosystem with vocational teachers, trainers and learners in Romania, Italy and Turkey.

What’s next in INNOVET Erasmus?

- 40 VET trainers and teachers will take part in national webinars delivered in national languages to test functionalities and contribute to improvement of the INNOVET digital education ecosystem.
- 200 VET learners will develop entrepreneurial, effective communication and digital marketing skills during learning sessions designed by our experts in education.

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

¹ ACOMI Nicoleta, ACOMI Ovidiu, AKINCI Eyyup, ANDREI Roxana Elena, AYDIN Ibrahim, BENCU Zoia, CONSTANDACHE Mihaela, DIMA Adriana, DUDAN Anghelina, LANZETTA Miriam, & ORDINE Francesco. (2022). *Gamified solutions for vocational e-learning* (Version 1). Zenodo. <https://doi.org/10.5281/zenodo.7316089>