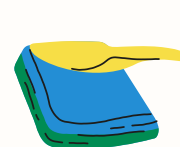




About gamED



Co-funded by the
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Specific Objectives

- Creating a series of 4 tools to support youth workers in delivering and creating quality educational programs for youth by using gamification in different educational sectors
- Fostering the development of key competencies and values for a minimum of 420 youth involved in gamification processes
- Raising awareness and knowledge regarding how to use gamification in youth work through face-to-face and online dissemination



Introduction



gamED is a 24 months strategic partnership project developed by Romanian Angel Appeal Foundation in partnership with 5 partners from 3 European countries: World University Services of the Mediterranean and Blue Room Innovation from Spain, Instituto Politecnico de Setubal and Produções Fixe from Portugal and Universitatea „Vasile Alecsandri” Bacău from Romania.

The 6 partners propose a complex multi-layered intervention through a project that follows to develop the capacity of professionals working with youth in non-formal and formal education contexts in order to improve the quality of programs aiming at developing key competencies that lead to a successful life and in the same time instilling in youth core values of fairness, social justice, non-discrimination, involvement in the community. All of these by gaining essential competencies of gamification and game design which will support them in developing and delivering innovative curriculums.



Intellectual Outputs

By the end of the project, a full package of using gamification and (board)game-based learning will be available and ready to be used with and/or for 14-24 y.o. the youth of different socio-economical backgrounds and other specificities, in a wide range of contexts:

- Gamified Learning Contents on Key Competencies (GLC) – with 10 relevant key competencies gamified
- Hi-Quest 2.0 Board Game an educational journey of conquering cities impersonating essential competencies based on the Hero's Journey and team work
- Guidelines on how to co-create gamified contents together with participants in nonformal and formal contexts – a tool encouraging youth workers to involve their beneficiaries when planning learning processes for them and teaching them how to use gamification in competencies' development programs
- 3 E-learning modules (tutorials) of Gamification of learning processes and Boardgame use in youth work at the community level: in NGOs and other community contexts / in schools and highschoools / in universities



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Produções Fixe
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