GAMIFICATION – ICT TO PLAY AND PLAY TO LEARN

PRESENTATION OF THE TRAINING COURSE FOR YOUTH WORKERS

- **AIDEJOVEN** – Alianza Internacional para el Desarrollo de los Jóvenes, Spain

- Associazione **Let's Keep Learning** Onlus, Italy

- **Ail eve Sosyal Politikalar Ankara** Il Müdürlügü, Turkey

- **ARCI** Nuova Associazione Comitato Provinciale Chieti, Italy

- **Polski Zwiazek Gluchych**, Poland

PRESENTATION OF THE PROJECT

- <u>Eramus+</u>

- <u>Strategic Partnership Project</u>: 2016-2-ES02-KA205-008528

- <u>Key Action 2</u>: Cooperation for innovation and the Exchange of good practices

- <u>Action type</u>: Strategic Partnership for Youth.

- <u>Duration</u>: 24 months.

PRESENTATION OF THE PROJECT
AIMS

- **Training of youth workers**: benefits and tools of non formal education, specifically about gamification.

- The creation of an **online guide** about resources and applications aimed at youth organizations, schools, local authorities and youth workers.

- **To promote gamification** as a non formal education tool in public and private youth organizations.

- **To promote ICT use in youngsters** for their personal and professional development.

PRESENTATION OF THE PROJECT
AIMS

- **To promote cooperation** between public authorities, associations, companies and schools **in national and european level**.

- **To share best practices** developed between the partners and participating countries.

- **To spread the results and tools** among the youth workers.

PRESENTATION OF THE PROJECT

- ## OUTPUTS
    - **Online Guide** about gamification and non formal education.
    - **Youngsters consultation service** for the development of a computer APP.
    - **Spread the results and tools** among the Youth Workers.

- ## ACTIVITIES
    - **Training course for youth workers about non formal education and gamification.**
    - **Training course for youngsters** about how to create a game, divided by countries.
    - **Creation of a game: an application** using gamification, by the youngsters participating in the project.

GAMIFICATION?

Consists of applying the **techniques of play in different environments** and projects in order **to boost**:

- Motivation
- Concentration
- Effort,
- Loyalty
- other positive values common to all games in the young.

PROFILE OF PARTICIPANTS

Youth Workers of:

- **Youth Centers of City Councils**

- **Youth Associations**

- **NGOs**

- **Educational Centers**

- **Sports Clubs**

- **Student Associations**

- **Etc.**

STRUCTURE OF THE TRAINING

- **1.- TRAINING:**
  - a) Online training on GAMIFICATION.
  - b) Formative sessions through Videoconference at the headquarters of the associations in order to share and share project ideas with other professionals.

- **2.- DESIGN OF PERSONAL PROJECT.**

- **3.- IMPLEMENTATION PERSONAL PROJECT IN ORGANIZATIONS.**

- **4.- PRESENTATION OF RESULTS AND GOOD PRACTICES.**

ACCREDITATION AND DIPLOMA

- ## YOUTHPASS CERTIFICATE

- ## NATIONAL CERTIFICATE

  - Project training and design will be accredited with **60 hours**.

  - The implementation of the project in the organizations will also be accredited with hours of completion and will be defined according to the extent, difficulty and duration. The development and implementation of the project is an obligatory part of the training.

1.- TRAINING COURSE

- **ONLINE TRAINING COURSE (**www.coursera.com**)**
  University of Pennsylvania. Trainer - **Kevin Werbach**
  GAMIFICATION

- **VIDEOTRAINING SESSIONS (Date: May – June 2017)**
  - **Presentation of the Project** - 31st May – 6 pm.
  - **Non-formal and Informal Education What does it mean? -** 1 hour. 5th June – 6pm. (Trainer: LKL and ARCI)
  - **Competences in Non-formal Education** - 1 hour. 7th June – 6pm. (Trainer: PZG)
  - **Application of Gamification in socio-educational contexts** - 1 hour. 12th June – 6pm. (Trainer: an expert in gamification and Aile ve Sosyal Politikalar Ankara Il Müdürlügü)
  - **How to structure a Gamification System -** 1 hour. 14th June – 6pm. (Trainer: an expert in gamification).

2.- DESIGN OF PERSONAL PROJECT:

- **Deadline: June 30th, 2017.** As part of the training the student will develop a project of his own that he will implement in his organization.

- **Dates: July, 2017**
  - **Presentation of individual projects -** 1 hour. Turkey - July 17th 2017 - 6pm.
  - **Presentation of individual projects -** 1 hour. Italy - Group 1 – July 18th 2017 - 5pm.
  - **Presentation of individual projects -** 1 hour. Italy. - Group 2 – July 18th 2017 - 6pm.
  - **Presentation of individual projects -** 1 hour. Spain – July 19th 2017 – 6pm.
  - **Presentation of individual projects -** 1 hour. Poland – July 20th 2017 – 6pm.

3.- IMPLEMENTATION PERSONAL PROJECT IN ORGANIZATIONS

- **Date: September 2017 to May 2018**

- **Follow-up sessions:**
  - **- October 2017 –** 4 sessions. 1 hour per country (Italy 2 hours)
  - **- November 2017 –** 4 sessions. 1 hour per country (Italy 2 hours)
  - **- February 2018 –** 4 sessions. 1 hour per country (Italy 2 hours)
  - **- March 2018 –** 4 sessions. 1 hour per country (Italy 2 hours)

4.- PRESENTATION OF RESULTS AND GOOD PRACTICES

- **Date: June 2018**

  - **Presentation of individual projects -** 1 hour. Turkey.
  - **Presentation of individual projects -** 1 hour. Italy - Group 1
  - **Presentation of individual projects -** 1 hour. Italy. - Group 2
  - **Presentation of individual projects -** 1 hour. Spain.
  - **Presentation of individual projects -** 1 hour. Poland.

COMMUNICATION

- **E-MAIL:**
  - Mª Eugenia Larrain: aidejoven@hotmail.com
  - Isabel Ladrón Arroyo: europa.aidesarrollo@gmail.com

- **SKYPE:** AIDE - Alianza Internacional para el Desarrollo (adefis.ong)

- **EDMODO:** www.edmodo.com

- **SOCIAL NETWORK:**

Facebook: GAMIFICATION – ICT to Play and Play to Learn

Twitter: @GamificationEu

- **WEBPAGE:** https://gamificationeurope.wordpress.com/