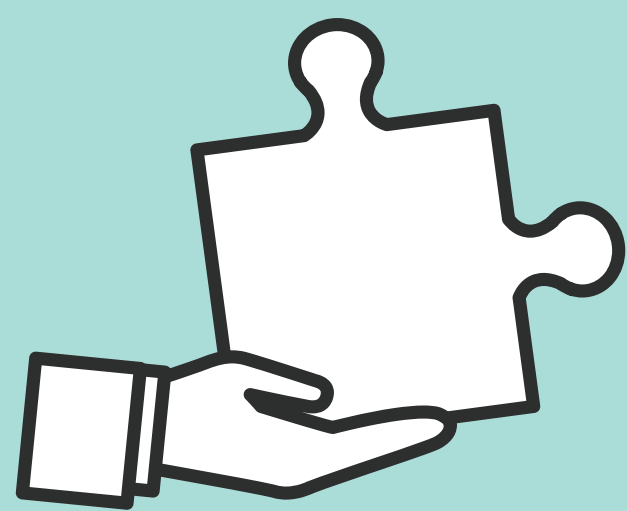


SEPTEMBER 2020

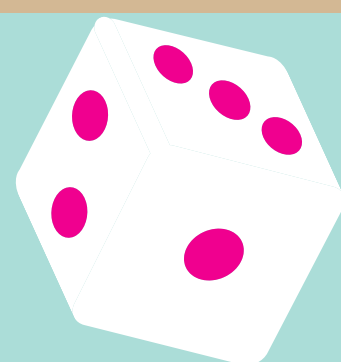
SKILLUPGAME

Improving "Problem solving in technology-rich environments" skill of low-skilled adults with gamification, serious games and LARP



DO YOU FEEL THAT GAMES AND EDUCATION DON'T FIT TOGETHER? THINK AGAIN!

Learning through play is a strategy that leads to better success, creativity and perfection. Various studies show that the role of play in human life is as important as communication, cooperation or sleep. It is a natural motivator in children's learning (usually outside of school), but it is also effective in adulthood. It is important to be aware that gamification is not a game, it is a construct of game elements to better involve and engage participants in the learning situation.

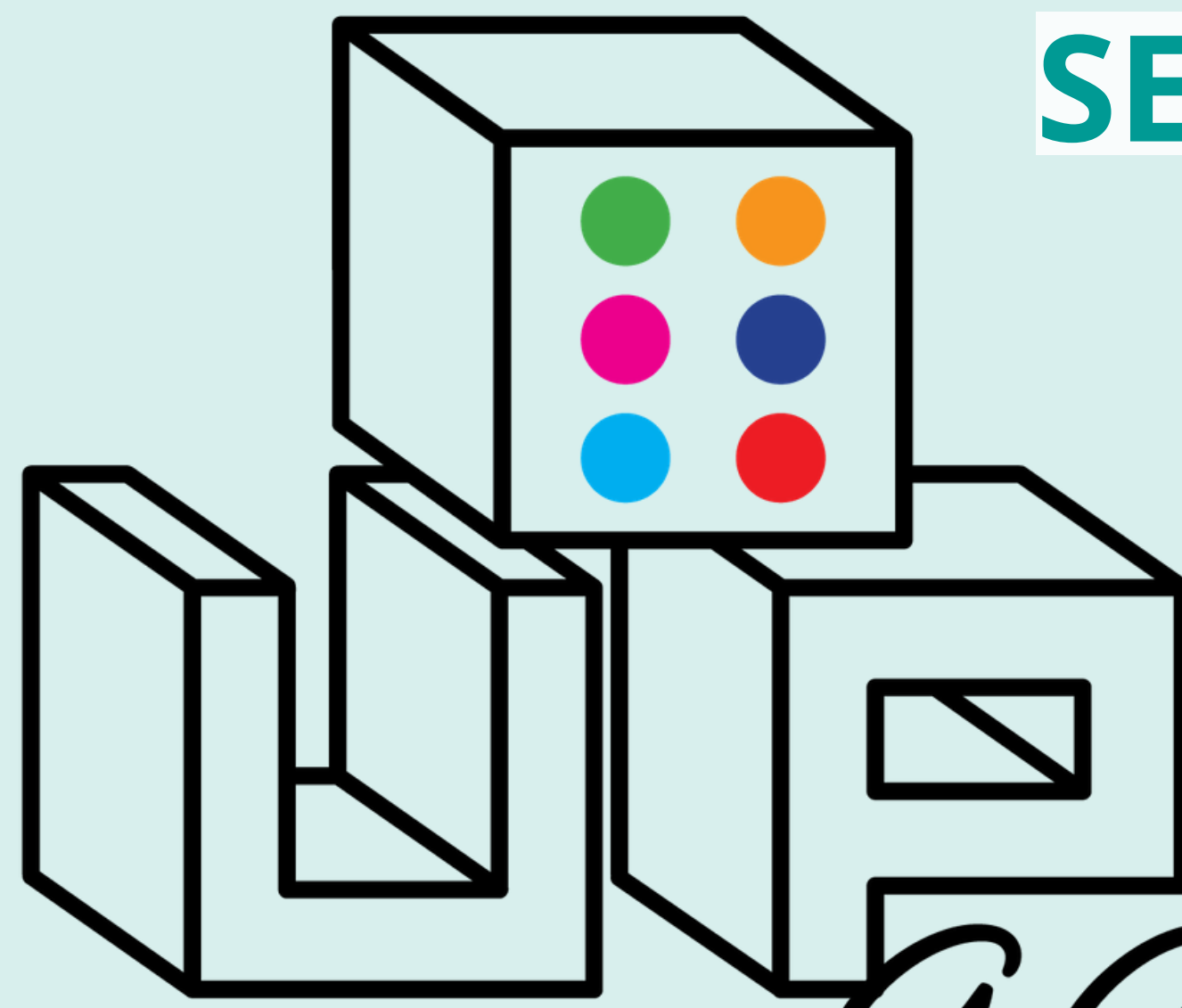


OUR MAIN GOAL

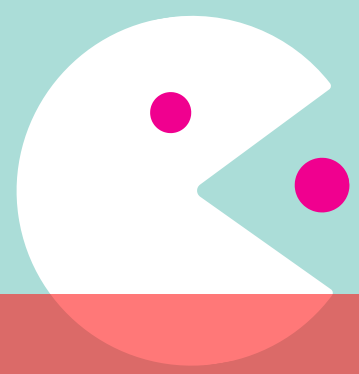
The main goal of the project is to develop the competence "problem solving in technology-rich environments", which is especially underdeveloped in adults according to the PIAAC research. At the same time, this skill is crucial for successful performance in modern professions and the professions of the future.

The competence "problem solving in technology-rich environments" is defined as the ability to use digital technology, communication tools and networks to search, select, evaluate, use information and solve problems and is a combination of mastering and using various basic skills: language, computing and digital.

skill

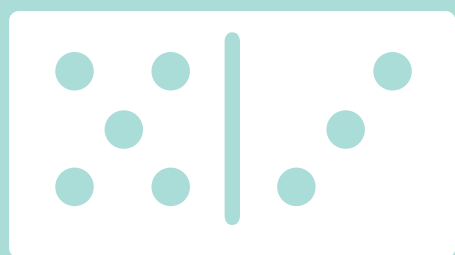


game



OUR MAIN RESULTS

1. European research on the prevalence of gamification in the educational process and the possibilities and methods of introduction into adult education
2. Curriculum and methodology of using gamification in the development of basic skills in adult education
3. MOOC (Massive Open Online Course) for adult educators to implement gamification into the educational process
4. Recommendations for the introduction of curricula and methodologies in the European adult education system



TARGET GROUPS

The project addresses 2 different target groups. On the one hand, we have adult educators, who will learn to use gamification in education and on the other hand, we will focus on lower-skilled adults who will improve their basic skills with this innovative approach.

PARTNERSHIP



CIK Trebnje (Slovenia) – coordinator, **Mise HERo s.r.o.** (Czech Republic, **BETI Institute** (Lithuania), **I & F Education and Development** (Ireland), **Fundación Aljaraque** (Spain)

MORE INFORMATION ABOUT THE PROJECT

webpage: <https://ciktrenje.si/projekti/skillupgame/>
 Facebook: <https://www.facebook.com/skillupgame.EUproject>

