

Increasing Vocational competences of entrepreneurship

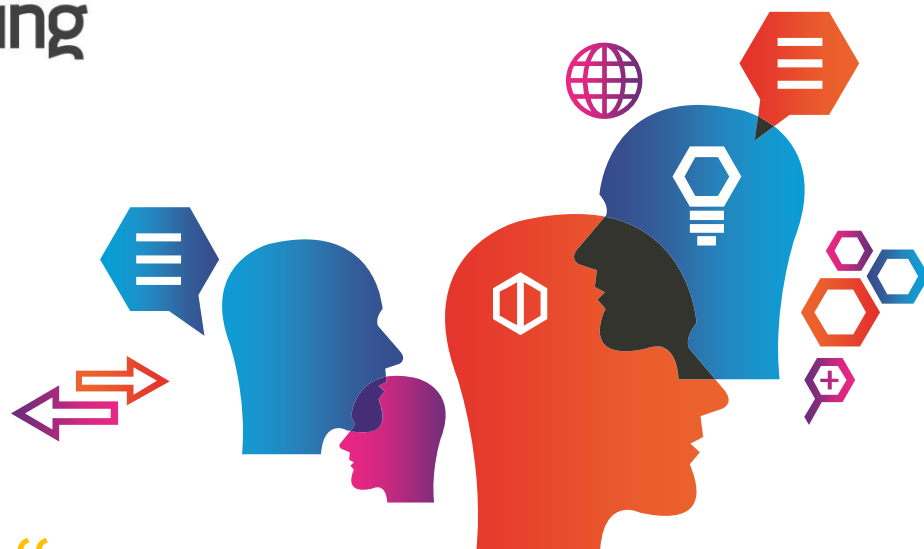
Teaching with the use of gamification

Gamification in teaching is the application of typical elements of game playing such as rules of play, point scoring or competition with other player to areas of teaching to boost **students' engagement** and **increase their motivation**.

GAMIFY YOUR TEACHING project aims at developing an online game for students and VET teachers to increase their **entrepreneurial skills** and **ICT competences**.

The project is dedicated to contributing to the **entrepreneurial ecosystem** in Europe by developing entrepreneurial skills among **young people**.

The project will last **2 years**: from September 2015 to September 2017.



“ Gamification encourages students to **perform an action**; ... it will increase their skills and motivate students to memorize consistently. ”

Huang and Soman. p. 15

Entrepreneurship in gamification

The **activities of the project** are based on a specific research carried out by partners and external experts in the area of social research: the research is aimed at finding out what are the game requirements such as the level of ICT competence of VET Teachers and general characteristics of the game. As a result of this, a **Needs Analysis Report** will be produced (O1) and it is the base for creation of the educational **Game** (O2) and the **Didactic materials for VET teachers** (O3). Moreover, a **collection of case studies** of successful businesses (O4) will be produced, serving as an inspiration for students for opening up own businesses.

All these project's activities will directly involve VET teachers and trainers as well as students.

The learning process in entrepreneurship education is different from the normal classroom teaching. Researchers suggest that it should be more flexible, more active and experienced-based approach. Traditional education methodologies that puts theory in the centre is unsuitable in the teaching for entrepreneurship. Entrepreneurial skills are almost impossible to be taught via traditional teaching ways.

Gamify Your Teaching takes in innovative approach to raise the next generation of entrepreneurs in Europe.

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We spend **3 billion hours a week** playing video games and computer games



“ ... video games can be designed to optimize the **development of creativity** while retaining their **entertainment values** such that a new generation of video games will blur the distinction between **education and entertainment**. ” Linda Jackson, the professor of psychology at Michigan State



Game players regularly exhibit persistence, risk-taking, attention to detail and problem-solving, all behaviors that ideally would be regularly demonstrated in school (The Education Arcade at MIT)

What elements of gaming can we utilise to contribute to educational purposes?

Game motivates users to self-develop to unlock new levels. By gaining points, it recognizes the value of work. Users collaborates with other for a common goal while tackling challenges in a limited amount of time. These features stimulate the development of hands-on skills among users.



Kick off of the project

The project started with a kick off meeting in Arad (RO) on the 2nd-3rd of December 2015, where the international partnership discussed the development of the project. The meeting was really valuable as it led to fruitful discussions for the benefit of the project.



In order to tailor the game to the needs of young people, the partnership carried out national focus groups. Thus, it guaranteed that the game will be developed in accordance with the expectation of the target group.



The partnership met in Rzeszow (PL) for the second time on the 20th-21st of April, in order to discuss the research phase of the project and start the development of the game.



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