



Photo by ThisisEngineering RAEng on Unsplash

# NEWSLETTER 1

## THE PROJECT

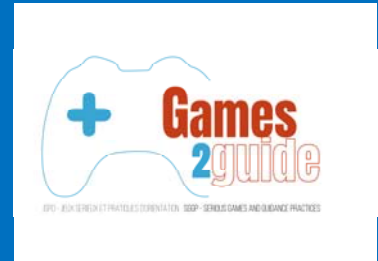
### General Objectives

Games2Guide aims to increase inclusion and promote greater equality by offering young people and guidance professionals easy access to innovative serious games which focus on the future, the development of non-technical skills and Information Technology in jobs and in the job market. This objective will be achieved thanks to the *Games2Guide data base*.

### Context

The present generation is considered to be digital because it has grown up using technology, socially, educationally and for entertainment. Therefore, instead of using more traditional guidance methods, more and more interactive digital resources and professional/educational serious games have been developed which incorporate all the digital skills which young people already have. These two types of tool aim to bring guidance tools into the XXI century by adopting digital technology, but also by increasing participation, motivation, independence and self confidence in young people whilst they are making decisions about their future.

The use of digital games is beneficial for reinforcing and promoting social inclusion in groups which are at risk of social or economic exclusion. Therefore, by providing a database of serious games, which users can enrich and rate, the project aims to increase equality of chances and finally, improve the skills of today's young people, thus strengthening the European workforce.



### Serious and Practical Guidance Games

2018-1-FR01-KA201-048216

*Games2Guide* is a European project which gathers together the main serious games in education and professional guidance in Europe !



onisep



A E V A



Co-funded by the Erasmus+ Programme of the European Union

The integration of serious games in education is necessary to respond to the demands of today's digital society, with a large majority of the population from all levels, having access to the internet, integration of serious games in to education guarantees that adequate resources for life long learning are provided for everyone – which includes learners with special educational needs and those who follow a conventional or non conventional learning route.

## Objectives

More specifically, the project aims to :

- ✚ Place value on guidance needs in professional guidance in the field of research of research and resources in serious games for learning;
- ✚ Increase use and recognition of serious games ;
- ✚ Highlight good practices ;
- ✚ Identify and promote transferability of games and teaching strategies from one sector to another and from one country to another;
- ✚ Facilitate interaction between end users, designers and developers of serious games

## PARTNERS

The partners in this project (5 partners) include educational and training organisations from 5 countries :

**France** : Onisep – Office national d'information sur les enseignements et les professions

**Italy** : UNIFI – Università degli Studi di Firenze

**Portugal** : AEVA – Associação para a Educação e Valorização da Região de Aveiro

**Spain** : FASE – Formacion y Asesores en Seleccion y Empleo

**United Kingdom** : Aspire-igen group ; Ltd.

## TRANSNATIONAL MEETINGS

- ✚ **Paris, France, 30 to 31 October 2018**
- ✚ Kick Off meeting
- ✚ Presentation of organisations partners and participants at the meeting.
- ✚ Plan of action, aims, outcomes of the project. Situation and issues in each country. Common resources and work to develop.
- ✚ Administrative, financial, budgetary and management aspects and legal management of the project.
- ✚ Adjustment of criteria and timeframe of the project based on the application and call.
- ✚ Choice of methodological collaboration tools for the project.

## Intellectual Outputs – Stages of the project

O1: Development of the dissemination and exchange platform for professionals

O2 : Creation of data base of games and training resources

O3 : Development of the website for the dissemination of games for students and young people

O4 : Methodological guide for user groups

O5 : Carry out collecting of good practices for the targeted professionals

O6 : Creation of a report for recommendations for the creation of innovative serious games accessible to students of professional teaching



- ✚ **Florence, Italy, 6 to 7 May 2019**
- ✚ Transnational Meeting no 2
- ✚ Overview of first transnational meeting 30 – 31 October and recap of video conference of 5 April 2019 .
- ✚ Round table discussion of what has been achieved so far.
- ✚ Validation of the logo
- ✚ Definition of the framework
- ✚ Readjustment of the Gantt chart



## SELECTED SERIOUS GAMES

### Serious Game n°1 (France)

- Name : *L'avenir s' imagine !*
- Link : <https://www.lavenirsimagine.com/>

### Serious Game #2 (Italy)

- Name: *GEM Guidance and Entrepreneurship – Mind-Sets through Games*
- Link : <http://www.gemgame.eu>

### Serious Game n°3 (Spain)

- Name : *Playhost*
- Link : <https://www.fase.net/playhost/>

### Serious Game n°4 (Portugal)

- Name : *FUTURE TIME TRAVELLER*
- Link : <http://future-time-traveller.eu/pt/future-time-traveller-3/>

### Serious Game n°5 (United Kingdom)

- Name : *Stregths Tool*
- Link : <https://www.myworldofwork.co.uk/what-are-my-strengths-0>

These games will be next used and tested in each country by a group of selected pupils from each learning institution in each partner country. The tests will follow a specific process using qualitative and quantitative methods. Each participant in our target groups will fill in 3 evaluation questionnaires with the aim of measuring the development of the participants relating to their problems in professional guidance and training.

We invite you to take a look at our site :  
<http://www.games2guide.eu/>

*This Newsletter has been created by AEVA with the collaboration of the partners*