

Skills For Employment: Acquiring employment skills in adult education through Gamification (S4EG)

officially launched!

How can games assist with the development of employability skills for adults?

Our new, innovative Erasmus + project, officially launched after the kick-off meeting on November 24-25, 2020 will explore just that.

S4EG project aims to increase the use of gamification methodology by adult educators and adult education organizations in order to improve adult learners' key competences such as soft skills, that can in turn, raise their employment possibilities.

Main outcomes:

1. Needs analysis on usability and advantages of gamification in the EU.
2. Creation of 6 new innovative serious games on soft skills, essential for employment.
3. Curriculum for adult educators including procedures and methodologies needed for gamification implementation.
4. Collection of case studies on good practices of gamification use across the EU.
5. Web-Platform with open source access to S4EG outputs.



Target groups:

- adult educators
 - associations of adult education organisations
 - professionals/experts in adult education
 - adult learners
 - participants in lifelong learning
- as well as:
- other educational institutions
 - social care and employment services
 - youth organisations
 - policy makers