

# Project Partners

Project is being implemented by 6 partners from Slovenia, Greece, France, Cyprus, Germany and Spain.

**Ljudska Univerza Ptuj:** an adult education center in Slovenia, with experience in formal and non – formal learning.

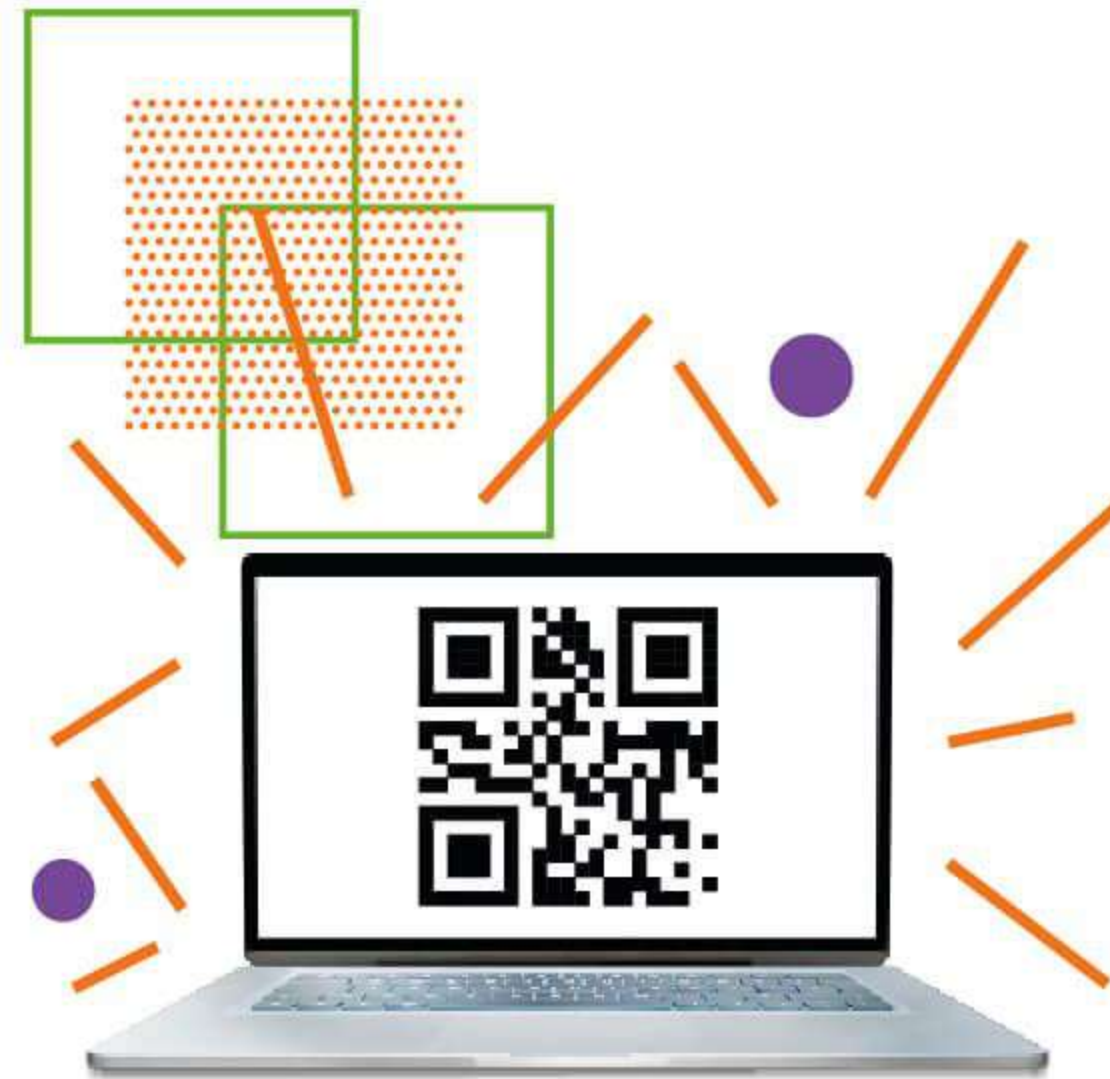
**p-consulting.gr:** an IT and training company in Patras (Greece).

**Lycée Charles et Adrien Dupuy - Greta du Velay:** a group of 21 public educational institutions under the wing of the Ministry of Education providing education and training for 16+

**CSI Center For Social Innovation ltd:** a research and development organization which focuses on fostering social innovation.

**Volkshochschule im Landkreis Cham EV:** an adult education centre in Germany.

**Method Estudios Consultores SL:** a Spanish-based international consulting company focused on advanced services in training, social-labour research, technology and social projects.

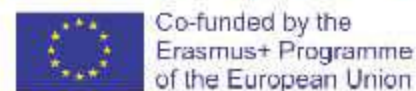


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Proj.no: 2020-1-SI01-KA204-075931



Let's play  
4 upskilling!



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

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s4eg.eu



## What is S4EG?

S4EG is an Erasmus+ (KA2) project, focusing in filling in the gap between innovative and conservative learning methods in adult education, with implementation of gamification and serious games based on 6 key competences, sought by employers.

The priority of the project is to increase the capacity of adult educators and staff of adult education organisations through the gamification methodology. The aim is to develop curricula based on the creation of 6 serious games and a collection of case studies, ready to be used by adult educators in their courses or trainings.

## Target Groups

### Direct

- adult educators
- associations of adult education organisations;
- professionals/experts in adult education;

### Indirect

- adult learners
- participants in lifelong learning

### Relevant Stakeholders

- other educational institutions
- social care and employment services
- youth organizations
- policy makers



## What will be produced?

- **Needs analysis on gamification strategies for upgrading employment skills of adult learners**, through the creation of a map of practices, methodologies and tools related to gamification in education, with specific attention to gamification in adult education
- **6 serious games for raising employment skills**, aiming to raise soft skills and key competences of adult learners, thus raising their chances for employment and building self-esteem
- **Curricula for adult education**, which will enable adult learners, adult trainers and educational institutions to increase their employment skills, their capacity and gain new knowledge and skills.
- **Collection of Case Studies**, a collection of good practice examples on implementation of gamification in education organizations at different levels with specific aim at adult education cases.

## Expected impact

- Promotion** of a new way to implement strategic actions in adult courses or trainings through gamification
- Developed** training methodologies will be available on the project platform and will be used, replicated or adapted to new forms in unpredictable ways, reaching high number of people
- Improvement** of teachers' skills in order to raise soft skills of adults through gamification

