

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

2nd Newsletter: Gamification strategies report and meeting in Nicosia!

The 3rd S4EG partners meeting in Nicosia, 3/12/2021-4/12/2021

Despite the current pandemic situation, partners from Slovenia, Spain and Germany travelled to Nicosia, Cyprus and Greek and French partners attended online in order to discuss the 6 serious games ideas under development and the overall progress of the project. And the partners in Nicosia almost met the Pope!



GAMIFICATION STRATEGIES

FOR UPGRADING
EMPLOYMENT SKILLS OF ADULT LEARNERS

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Erasmus+

The needs analysis on usability and advantages of gamification in the EU is now published

The needs analysis report which consists of comprehensive material, tools, and best practices from the field of gamification in education, specifically in adult education and lifelong learning has now been published and you can access it here <https://s4eg.eu/learn-it/>

It includes examples from different EU countries (and the US) and it is a useful guide for any adult trainers who wish to incorporate gamification strategies into their teaching.

The report has also been translated in German, Greek, Slovenian, Spanish and French, which you can access when switching to the relevant language on the website.