gamification
gamification technique into vocational training

Meeting in Copenhagen - 14 October 2022

On October 14, 2022, the first project meeting "Gamification-Based Teaching Materials for IoT Education in VET Schools", took place in Denmark (Copenhagen).

> This project focuses on Vocational Education and Training through the development of IOT and training, application and evaluation materials for secondary school students, which will develop two platforms, one for learning and the other for evaluation, using algorithmic intelligence.

> This meeting aimed to evaluate the work done by all partners so far. New tasks were also assigned, and new goals were established for work and project dissemination.

> The project is composed by the following partners: European Training Center Copenhagen, Denmark, GT-ARC GEMEINNUTZIGE GMBH, from Germany, Esquare, from France, PAYDAS EGITIM KULTUR VE SANAT DERNEGI, from Turkey, UC LIMBURG, Belgium, EPRALIMA - ESCOLA PROFISSIONAL DO ALTO LIMA, Portugal and the Centro San Viator de Spain.

Online Meetings

So far, 4 online meetings have been held.

- **Objective about online meetings**

The aim of our online meetings are to ensure correct implementation of activities at all project levels, monitor the project's progress, and examine future plans on work package and meeting about intellectual outputs.

> The online meetings are very important to evaluate the project results technically , monitor the design and implementation achievements, and examine future plans.

> Also some meetings will be held online by WP Leaders and IO Leaders .

> Each WP leader will define the meeting schedule according to the needs and the coordinating actions among the involved parties for the implementation of WP activities.

> The purpose of all meetings is to ensure that the project is carried out in line with its goals and objectives, to keep all participating partner institutions motivation high; manage the project in accordance with the quality plan and to ensure that the quality of intellectual outputs.

>> OUR OBJECTIVES

To ensure the development of digital skills and innovative technologies to improve the teaching environment.

To increase the supply of human resources in the field of IoT and to provide these people with the necessary qualifications.

>> OUR TARGET GROUPS

Primary actors: VET Teachers-Trainers Students aged 14-20

Secondary actors: Lecturers NGOs, Vocational Training Centers Public interested in the issue of

the project

> SWOT analysis helped us identify partners and the goals of the project.

>> OUR RESULTS

R1: Digital course modules for IoT

R2: AI-Supported Modern Assessment Platform

R3: Gamification-Based Distance Learning Platform for IoT Teaching and Assessment

>> PARTNERSHIP

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