



gamification

gamification technique into vocational training

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



This newsletter has been created with the financial support of European Union but EU cannot be made responsible for its content.

About The Project

IoT@VET: Gamification-Based Teaching Materials for IoT Education in VET Schools

> Vocational education is one of the most important pillars of education and training in the world.

Unfortunately, like all other education forms and programs, vocational education continues to be provided as distance education for most of the past year due to the COVID-19 pandemic.

> According to UNESCO data, 144 countries have suspended their education or turned to distance education, affecting over 1.3 billion students. Countries have attached special importance to distance education, as it reduces the risk of virus transmission and does not require physical space. However, the lack of digital content in vocational education and the difficulties faced by teachers in performing their professional practices emerged as important problems in conducting distance education.

GAMIFICATION



USER ENGAGEMENT



REWARD



ACHIEVEMENT



MOTIVATION



LEARNING



CHALLENGE

> In addition, it is stated in the reports announced by the EU and UNESCO that it is difficult to measure and evaluate students in distance education. For this, innovative measurement and evaluation systems that can be used in both distance and education should be developed. In line with the researches and predictions, it cannot be denied that IoT technologies will reach an even more important usage dimension in the future compared to today and the IoT market will grow

> For this reason, qualified employees will be needed in the field of IoT. However, it is necessary to develop innovative IoT course materials in order to train students with high quality and the characteristics required by the labor market. The researches and needs analysis results show that there is a great deficiency in this regard. In our project, teacher and student-centered intellectual outputs will be developed in order to train students who will be needed in the field of IoT. The qualifications of teachers and students will increase with the developed 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.

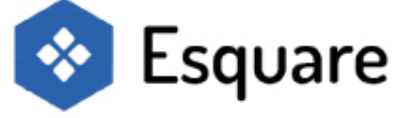
>> OUR RESULTS

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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