IOT@VET NEWSLETTER

gamification
gamification technique into vocational training
IoT@VET

The COVID-19 pandemic has accelerated the shift towards distance education worldwide, impacting vocational education significantly. However, vocational education faces challenges due to the lack of digital content and difficulties in practical training for teachers and students, and assessing student progress in distance education is a complex issue, requiring innovative evaluation systems.
This is where IOT@VET project comes in.

1.

TRANSNATIONAL PARTNER MEETING

In the beginning of September, our partners convened in the picturesque town of **Acroz de Valvadez, Portugal**, for yet another transnational meeting hosted by Epralima. We delved into a wealth of engaging topics, including the remarkable progress achieved in our **project outputs**, the state of our learning materials, strategies for harnessing the **power of gamification**, innovative ways to share our project with a broader audience, and our mission to ignite the curiosity of young minds.
Additionally, we meticulously planned the upcoming **piloting phase**. Stay tuned for more updates on our journey to transform vocational education!

WELCOME TO OUR HEADQUARTERS!

The highlight of our recent meeting was the presentation by our Belgian partner, UC Limburg, unveiling one of our project's key achievements – **The Gamification Platform**.
This platform is coupled with a dedicated learning platform featuring curricula centered around **IoT applications** across various industries, developed through the collective efforts and research of the six project partners.
Our goal is to provide an engaging and appealing learning experience for our young VET students, and, combined with **AI-supported modern assessment**, an innovative educational tool for teachers. The project design uses gamification as a resource that helps strengthen the content of the course, allowing the **potential for learning** to reach higher levels.

2.

3. WHAT COMES NEXT

As we approach the completion of our project, the roadmap ahead is clear and promising. Our next steps include **piloting** our innovative tools with VET teachers and students, enabling us to pinpoint any deficiencies and bridge potential gaps. We're committed to ensuring accessibility by **translating** our outputs into six languages, making our resources inclusive for all. Through the **roll out** of the platform and dedicated **dissemination** efforts, we aim to share our project's benefits. Follow us on our path to creating a brighter future for VET education!