

GATE:VET

GAMIFICATION IN TEACHING AT VET SCHOOLS

RESEARCH PARTNERS



TARGETS

Teachers and trainers in vocational training (VET)

PROJECT CALENDAR

Project beginning: Q3 2019

Project ending: Q3 2021

FORMATS



OTHER RESOURCES

<https://www.gate-vet.eu>

<https://www.pinterest.de/GATEVEI/>



THE PROJECT

GATE:VET is a European collaborative project whose objective is to promote the use of game in vocational training. To this aim, the partners will develop and test a training program for teachers integrating a digital platform. This platform will be available online and on mobile phones. It will itself use game mechanics. The target users are teachers and trainers in Europe.

The research program gathers six organisations from five countries and is supported by ERASMUS+ funding. Manzavision is responsible for the creation of the platform.

EXPERIMENTATION

A Training of Trainers to show the platform to teachers will be conducted in 2021 in the training center of the project's coordinator.

STATUS

The consortium gathers 5 European training centers: AFBB (coordinator) and FHD (Germany), VUC Storstrøm (Denmark), National College Nicu Gane (Romania) and Coventry University (UK), in which teachers are involved. During a first stage, teachers were interviewed, in order to give their expectations and possible restrictions regarding gamification and describe the functions they would look for on a gamification platform. The development of the platform is based on this feedback. A prototype will be built from Manzalab's expertise and tested in real-life situations.