

GAMIRIGHT

The right gamification for tackling early school leaving and disadvantage



Code: 2020-1-ES01-KA201-082223

Gamification

is the design that places the most emphasis on human motivation in the process. In essence, it is Human-Focused Design (as opposed to "function-focused design")." - Yu-Kai Chou

In the last months our consortium have been working on the creation of the following results, through online meetings, performing researches and designing content:

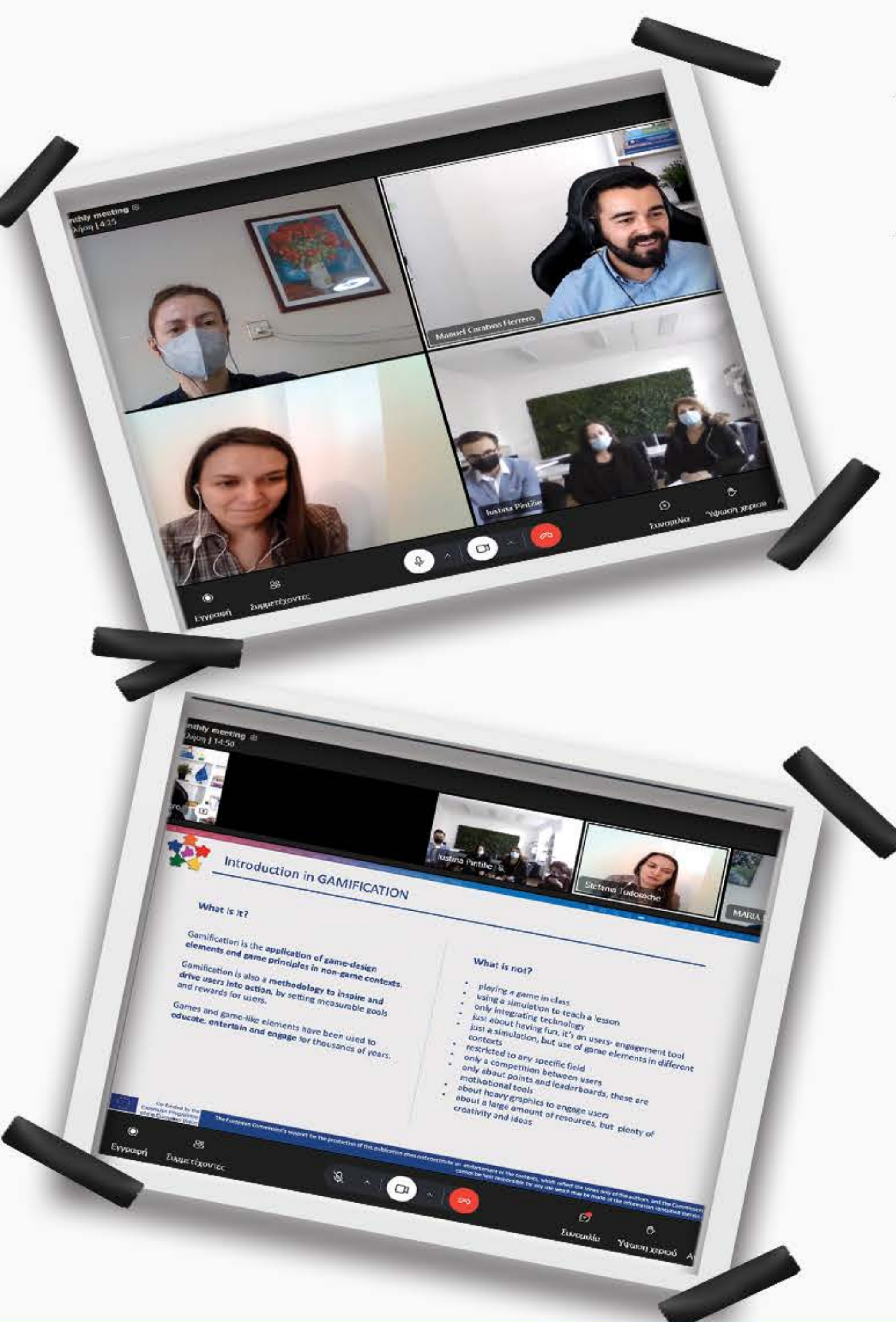
- A pedagogical methodology and strategy based on a gamification, including 3 levels of difficulty, addressing teachers who have no experience of gamification, teachers who have some experience and even the ones with great experience. Gamiright gamification strategy includes also a complex narrative to accompany the process of gamification.
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- Content for the online platform myclassgame (www.myclassgame.es), which the teachers with experience in gamification will implement the gamiright gamification strategy online will use it.

Internal Online training

On October 21, 2021, the partners of project Gamiright gathered online to implement the internal training on Gamification and Game Based learning. Partners were trained on both strategies in preparation for training teachers that will follow on how to use these methods to improve the effectiveness of their educational activities.

Transnational Partners Meeting in Greece, Karditsa

On October 25, 2021, Gamiright partners had the opportunity to meet in person since the project started. The Gamiright gamification strategy including the digital platforms (Class Dojo & My Class Game), the narrative, the avatars, the XP (experience points), the Levels, the Inventory bag and so many other interesting elements were presented and thoroughly discussed. Examples were given on how to implement and use the presented elements by using the "My Class Game" platform or only the cards and also how the narrative can be included. Practical examples on how to use the gamification elements together with the curricula were given. Details on how to train teachers to use the platform to boost the efficiency of their educational activities were clarified.

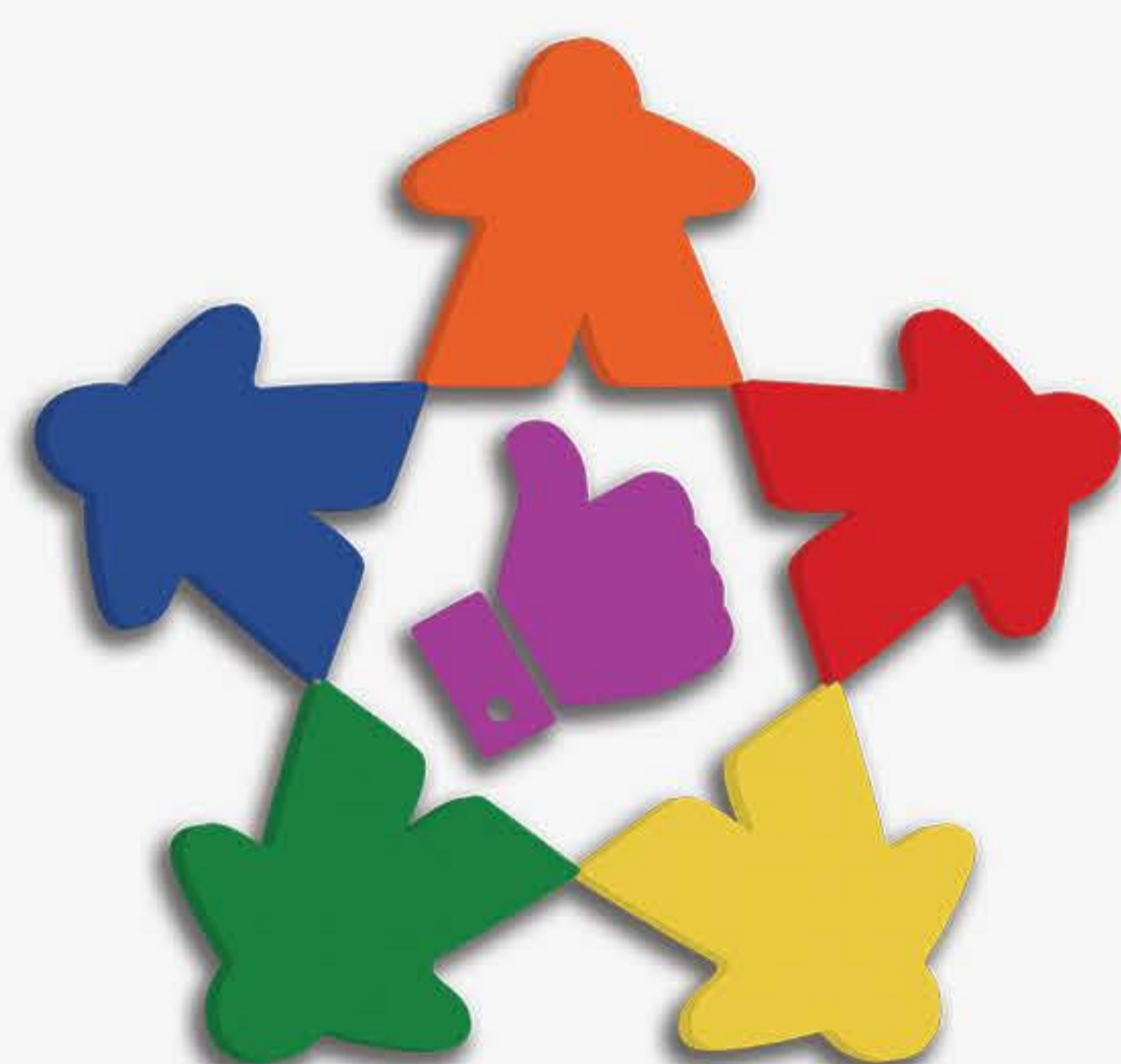




Next steps:

-During the month of December all partners will finalize their teachers training with the purpose that they will gain the needed knowledge and skills to start implementing the gamification strategy and to be equipped with all the needed materials;

-Starting from January, the pilot phase will start in which the trained teachers will start implementing the gamification strategy with their pupils until June;



GAMIRIGHT project's website

Visit our project website at:

www.gamiright.eu

Visit our Facebook page at:

www.facebook.com/Gamiright

The partnership

The European partnership is made up of the following organizations:



CENTRO DE EDUCACION INFANTIL Y PRIMARIA CUBA (SPAIN) – Project Coordinator



SCOALA PROFESIONALA GROPNITA (Romania) – Project partner



E-SCHOOL EDUCATIONAL GROUP (Greece) – Project Partner



DAFO Gestión Estratégica S.L. (Spain) – Project Partner