

## GAMIRIGHT

The right gamification for tackling early school leaving and disadvantage



Code: 2020-1-ES01-KA201-082223

### The project

One of the issues tackled by our project is early school leaving, as reducing it to less than 10% across EU Member States by 2020 was one of the EU's priorities in the field of education. The European Commission is working with Member States to implement comprehensive strategies to prevent early school leaving and to engage early school leavers in education and training.

### Why did we decide to implement this project?

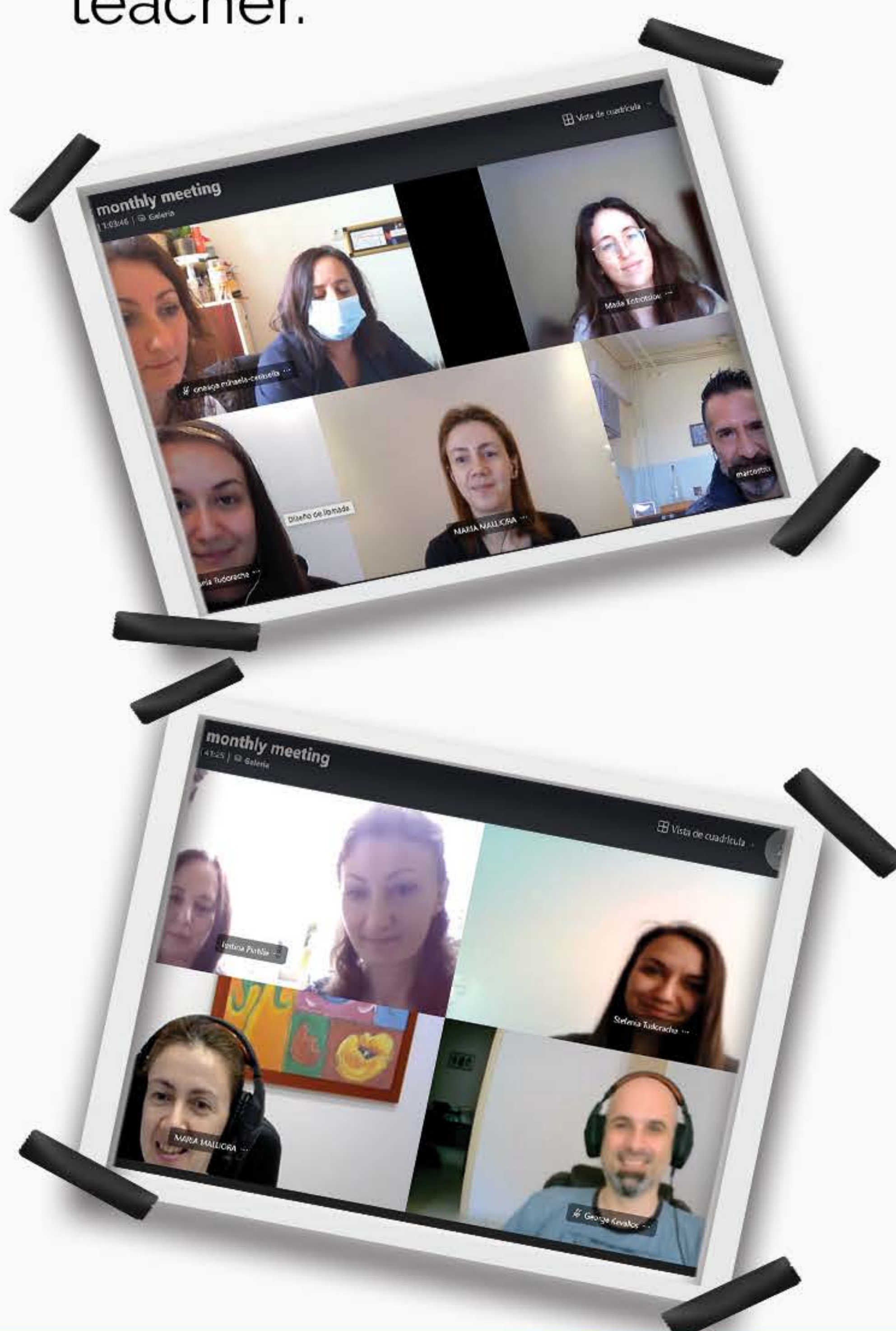
In order to tackle the following needs of pupils (6-12 y.o.) and their teachers:

- Lack of motivation to learn.
- Difficulty acquiring the minimum content and consequently low academic results.
- Conflicts and lack of coexistence in the school and school environment caused because there are high levels of immigrant population, different ethnicities...
- Lack of family involvement with the consequent neglect of their children's education and little coordination with the teacher.



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

- A pedagogical methodology and strategy based on a gamification program applicable to the 6 primary education courses which includes a methodology to increase family participation in the educational centre, as well as school and family coexistence with each other.
- A professional methodological manual and report of results for the validation and improvement of the gamification program that will allow any teacher to implement this methodology in their classes and centres. The obtained results will be included in the manual so that the teacher can implement those.

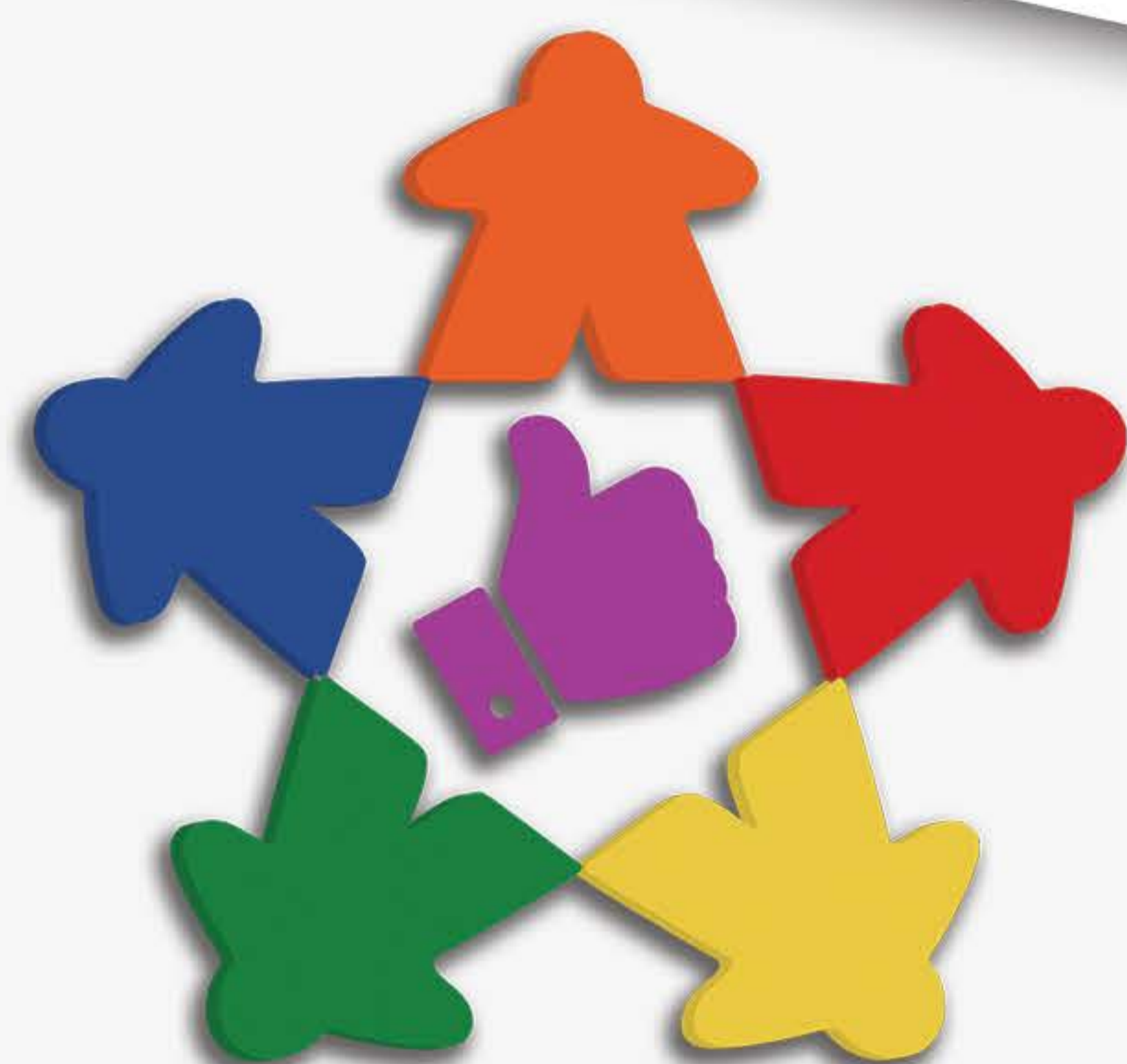






## But what does gamification mean?

Gamification is the application of game-design elements and game principles in non-game contexts. It can also be defined as a set of activities and processes to solve problems by using or applying the characteristics of game elements. Gamification commonly employs game design elements to improve users' engagement, motivation, flow, learning, knowledge retention. Gamification is one of the most popular and preferred trends of learning amongst students, globally, as learning occurs through immersive experiences.



### GAMIRIGHT project's website

Visit our project website at:

[www.gamiright.eu](http://www.gamiright.eu)

Visit our Facebook page at:

[www.facebook.com/Gamiright](http://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



ȘCOALA PROFESIONALĂ GROPNITA (Romania) – Project partner



E-SCHOOL EDUCATIONAL GROUP (Greece) – Project Partner



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