



Gamelearn project – 1st article

## Introduction

The GA.M.EL.EARN (Game Motivation Elevates Earned Learning) was created with the aim of responding to the needs in terms of quality of learning that emerged during the Covid-19 pandemic. The digital component in our education has become fundamental and the idea of the project is to integrate the technologies already at the service of teachers with the innovative methodology of game-based learning.

## Duration and Partnership

The project started in June 2021 and will end in February 2023 with the participation of 9 partners from different European countries. The partnership is made by:

- Ilmiolavoro srl (project coordinator) - Italy
- Ingenious Knowledge GmbH - Germany
- Stiftelsen Kursverksamheten Vid UAniversite – Sweden
- Magale Salestarrak (Spain)
- Werkstatt-Berufskolleg Unna (Germany)
- Liceo Statale Saffo (Italy)
- The Upper-Secondary School of Electrical and Computer Engineering and Technical Gymnasium Ljubljana (Slovenia)
- Liceul Teoretic „Ion Ghica”-Racari (Romania)
- IP International GmbH (Germany)

The partnership was constructed in this way to balance the presence of organisations with long experience in terms of innovation and schools so that they could be involved in the immediate testing of the products produced.

## Intellectual Outputs

The work is divided into two macro-phases relating to the realisation and implementation of the two intellectual products envisaged by the project.

The **first intellectual output** "Digital Game Based teaching" is a MOOC designed for teachers to learn the theory behind game-based learning and how to apply it in their own teaching.

The **second intellectual output** "Digital Game Based learning Curriculo" is a curriculum aimed at students for the learning areas with unsatisfactory results in the OECD PISA survey: science, mathematics, mother language and foreign language. The curriculum is also equipped with some practical tools that guide teachers in its implementation.

## Transnational Meeting



Due to the pandemic, the kick-off meeting was held online, while an in-person meeting was hosted in Abruzzo on 1 October, where partners had the opportunity to get to know each other and begin practical work on the implementation of IO1. During the meeting the partners discussed the topics to be covered, the structure of content and the participants engaged in a workshop to investigate how to engage future users of the MOOC.



## Dissemination

Project news and results will be published on the project website available at this link.

<https://www.gamelearnproject.eu/partners>