



**Promoting the Transition to Active Life through
Gamification and Game-Based Learning**

Activities organized by Quarter Mediation from 1st of November 2022 to 31st of May 2023

- Presentation by Quarter Mediation -



Tuesday, 13 June 2023

Dissemination activities

From the beginning of the project till 31st of May 2023, **Quarter Mediation** organised **18 Dissemination activities** that **reached a total of 12580 people**, as the following:

- 2 European Dissemination Events that reached a total of 18 people;
- 13 social-media articles on Quarter Mediation's Facebook page, on Quarter Mediation's LinkedIn page, and on Cristina Stefan's LinkedIn page that reached a total of 2062 people;
- 3 web articles on Quarter Mediation's webpage www.quartermediation.eu (including the project LOGO, a project section, and project related articles), that reached an average of 10500 people.

European Dissemination Events



European Event on 25th of November 2022



European Event on 21st of May 2023

Social-media articles

Quarter Mediation
Published by Christina Stefan • 3 December 2022

Skills4Life:
On 25th of November 2022, Quarter Mediation disseminated the project Skills4Life – Promoting the Transition to Active Life through Gamification and Game-Based Learning to 8 people involved in Adult education in Spain, Romania, Austria, Italy and Poland. With this opportunity, the attendees were presented the general objectives, as well as the reasons why the Skills4Life project is necessary and its intended results.

Quarter Mediation is the Dutch partner in the Erasmus + KA2 Strategic Partnership project for Adult Education "Skills4Life: Promoting the Transition to Active Life through Gamification and Game-Based Learning" aimed to support care leavers to improve their preparedness to face the transition to adulthood, leveraging their competencies and helping them to develop and practice the necessary skills to feel prepared, integrated and accompanied. The project has a duration of 2 years and officially started on 1st of November 2022.

Post Insights

Total insights	Post impressions	Post reach	Post engagement
See more details about your post.	215	193	34

Dr. Christina Stefan • You
PHD. Eng. Director Quarter Mediation
1mo •

Quarter Mediation is the Dutch partner in the Erasmus +, KA2 Strategic Partnership project for Adult Education "Skills4Life: Promoting the Transition to Active Life through Gamification and Game-Based Learning" aimed to support care leavers to improve their preparedness to face the transition to adulthood, leveraging their competencies and helping them to develop and practice the necessary skills to feel prepared, integrated and accompanied. One of the main tangible results of the Skills4Life project is the "Skills4Life Serious Game" that aims to provide a safe and positive learning environment for the acquisition of the following categories of skills that can allow a better and smoother transition to adulthood of institutionalized young adults: cognitive skills, conceptual skills, and practical skills.

The Value Proposition for the "Skills4Life Serious Game" was created by Quarter Mediation (Netherlands), with the cooperation of CBE Sud Luberon (France) and Proportional Message (Portugal). The game will consist of 32 levels in total, related to four Topic areas, each topic area corresponding to a different level category.

The work for the "Skills4Life Serious Game" is ongoing and all 7 partners part of the Skills4Life consortium are actively involved in it.

Mia Glasovic and 1 other • 1 report

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Posted by Dr. Christina Stefan • 1/21/2023

Quarter Mediation
95 followers
3w •

On 17th of January 2023, Quarter Mediation - the Dutch partner in the Erasmus +, KA2 Cooperation partnerships in adult education "Skills4Life: Promoting the Transition to Active Life through Gamification and Game-Based Learning" – took part in the second transitional project meeting organized in Germany by Paderborn University. The meeting was an opportunity for the partners from the Netherlands, Austria, Germany, Portugal, Ireland, France and Poland to meet in-person and take decisions about the project work for the next two years. In this respect, all the Work Packages were presented during the meeting, as well as the Dissemination process, the expected impact, and the Quality Assurance and Evaluation Plan. It will be a lot of work, but the intended results will be rewarding and – the most important - useful in supporting care leavers to improve their preparedness to face the transition to adulthood, leveraging their competencies and helping them to develop and practice the necessary skills to feel prepared, integrated and accompanied.

The next transitional project meeting will be organized in Poland, in June 2023. In between, the representatives of partner organisations from the 7 European countries involved in the Skills4Life project consortium agreed to organize an online meeting to make sure the project work goes as planned, and no partner is left behind.

Posted by Dr. Christina Stefan • 5/15/2023

Quarter Mediation
95 followers
3w •

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One of the main tangible results of the Skills4Life project is the "Skills4Life Serious Game" that includes the following topic areas: Personal and Social, Autonomy and Daily Life, Labour Market and Professional Skills, and Financial Literacy. The level of difficulty increases from introductory level to intermediate, advance and expert levels, as participants advance according to the proposed levels. The "Skills4Life Serious Game" will contain interactive tasks that will be created based on the contents produced by partners. Furthermore, each organization involved in the Skills4Life project consortium will also create a short video for the levels of the game it is responsible for.

The Learning Outcomes Matrix for the 32 game levels of the "Skills4Life Serious Game" was created by Quarter Mediation (Netherlands), with the cooperation of CBE Sud Luberon (France) and Proportional Message (Portugal).

Web articles

Quarter Mediation is an adult education provider company based in the Netherlands, that has as its main aim to promote lifelong learning and to create a link between education and labour market.

Quarter Mediation organizes adult education courses at European level, under the available European Commission programmes and projects focused on education and culture.

Quarter Mediation areas of expertise are in both General Education and Vocational Education and Training.

Quarter Mediation is active in the fields of Adult Education, School Education, Youth and Vocational Education and Training, and has an extensive experience and expertise in several European programmes such as: Lifelong Learning 2007-2013, Horizon Europe, EIC Accelerator, SME Instrument, Marie Skłodowska-Curie, Green Deal, Intelligent Energy Europe, Euratom, Erasmus+ and Erasmus for Young Entrepreneurs. With regard to the Erasmus for Young Entrepreneurs programme, since 2011 Quarter Mediation is appointed by the European Commission as the Intermediary Organisation for this centralised programme, with the tasks to coordinate and support both starters and experienced entrepreneurs from the Netherlands, offering in this way an alternative to adult people in risk of unemployment and to disadvantaged adult people.

Quarter Mediation works both with individuals and institutions at European and international level and is appointed by the European Commission to support starters and experienced entrepreneurs in the Netherlands.

Quarter Mediation is offering adult education courses under the available European Commission programmes on education, training and culture (e.g. Erasmus+ Programme, European Social Fund etc.), focused on the following topics: creativity in teaching and training; methods of fighting early school leaving; how to use non-formal methods of teaching in the formal education; European Project management; business communication; better classroom behaviour; climate change and human rights; reducing unemployment and developing entrepreneurial skills; intercultural; leadership and communication in education; environment and sustainable development; new technologies versus traditional technologies; how to use music, art, drama, ICT and outdoor activities in education; integration of people with different social and cultural background, including migrant; reducing internet addictions etc. The courses' design is based on the experience and expertise of Quarter Mediation in organising European training courses for adult education (e.g. Erasmus+, Comenius and Grundtvig in-service trainings, Leonardo da Vinci vocational education courses), as well as on the development and needs of the systems of education in the different European countries. All the courses delivered by Quarter Mediation focus on CLL (Content and Language Integrated Learning) - teaching subjects through using English as a foreign language and use ICT-based and outdoor activities.

Quarter Mediation / Projects / On-going Projects
/ Erasmus+ KA2 Cooperation Partnerships in Adult Education, Vocational Education and Training, School Education, Youth
/ Erasmus+ KA2 Cooperation Partnership in Adult Education "Skills4Life"

Finalized Projects

On-going Projects

Erasmus+ KA2 Cooperation Partnerships in Adult Education, Vocational Education and Training, School Education, Youth

Erasmus+ KA2 Cooperation Partnership in Adult Education "NE2works4Inclusion"

Erasmus+ KA2 Cooperation Partnership in Adult Education "Skills4Life"

Erasmus for Young Entrepreneurs - SGE12 "SMEs Growing in Europe"

Erasmus for Young Entrepreneurs - SGE13 "SMEs Growing in Europe"

Promoting the Transition to Active Life through Gamification and Game-Based Learning

2022-1-AT01-KA220-ADU-00008937

Co-funded by the European Union

Skills 4 life

Project file

Meetings

Work packages

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Skills 4 life

Project file

Project type: Erasmus+ KA2 Cooperation Partnership in Adult Education

Title: Promoting the Transition to Active Life through Gamification and Game-Based Learning

Acronym: Skills4Life

Reference number: 2022-1-AT01-KA220-ADU-00008937

Partner countries: Netherlands, Austria, Portugal, Ireland, Germany, France, Poland

Duration: 2 years (2022-2024)

Main aim:

- To support care leavers to improve their preparedness to face the transition to adulthood, leveraging their competencies and helping them to develop and practice the necessary skills to feel prepared, integrated and accompanied.

Why:

- Young people leaving care are known to be disadvantaged, compared to their peers not in care. They struggle to cope with the difficulties and this can eventually lead to social exclusion, long term unemployment or involvement in risky behaviours.

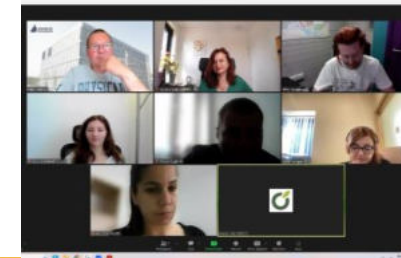
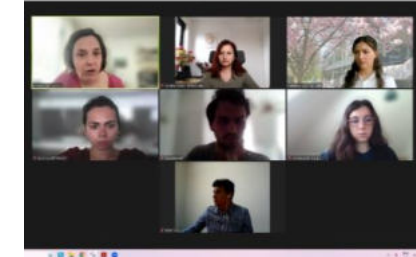
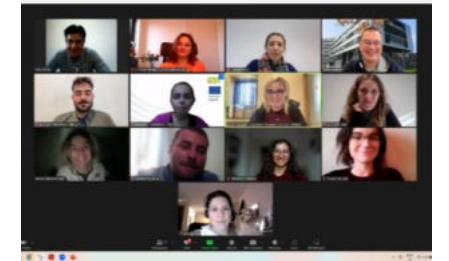
Meetings

Work packages

Participation in project meetings

Quarter Mediation attended the following meetings (4 online and 2 in-person) with the organisations partners in the Skills4Life consortium:

- Online kick-off meeting on 15th of November 2022;
- In-person Kick-off meeting in Germany, on 17th of January 2023;
- Online meeting on 23rd of February 2023 with the project coordinator (for WP2, at Mila's request);
- Online meeting with S4L partners on 17th of May 2023;
- Online meeting with S4L partners on 2nd of June 2023;
- In-person meeting in Poland, on 13th of June 2023.

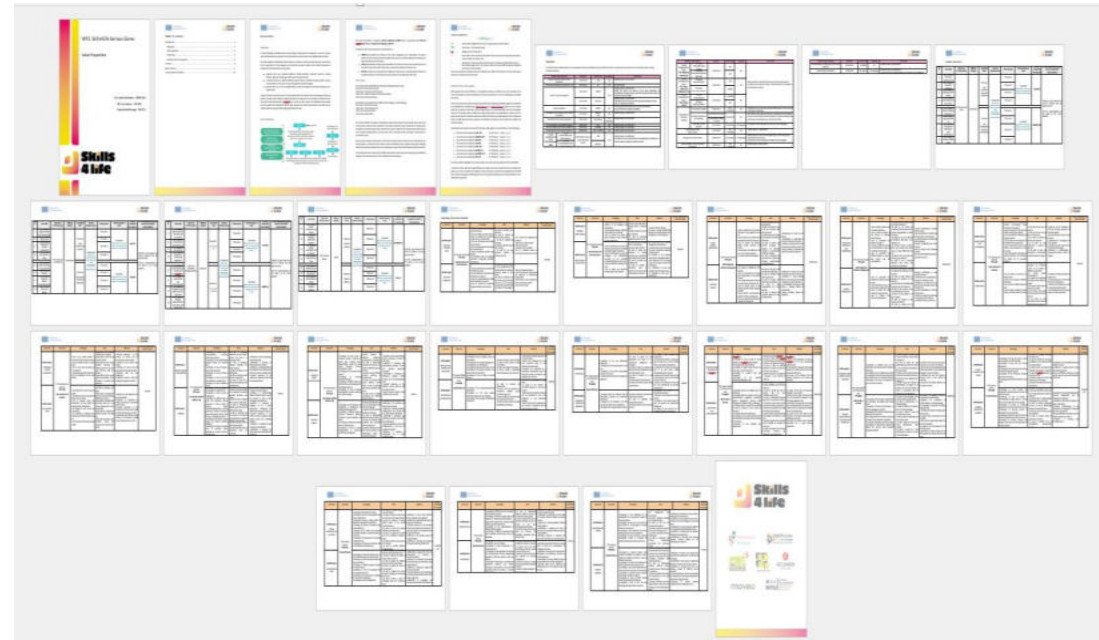


Work to WP2 – S4L Serious Game Value proposition

Creation of the Value proposition in cooperation between Quarter Mediation (QMED, NL), CBE Sud Luberon (CBE, FR) and Proportional Message (PM, PT).

The tasks for this Value proposition were split as below:

- **QMED (NL)** created the structure of the Value proposition, the Introduction, the Game structure and the Learning Outcome Matrix for Topic Area 3-Labour Market and Professional Skills (TP3-Ad-01 and TP3-Ad-02).
- **CBE (FR)** created the Learning Outcome Matrix for Topic Area 1-Personal and Social (TP1-Iy-01 and TP1-Iy-02) and for half of Topic Area 2-Autonomy and Daily Life (TP2-In-01)
- **PM (PT)** created the Learning Outcome Matrix for Topic Area 4- Financial Literacy (TP4-Ex-01 and TP4-Ex-02) and for half of Topic Area 2-Autonomy and Daily Life (TP2-In-02).



Work to WP2 – S4L Serious Game Game content

Desk research for the topic area *TP3. Labour Market and Professional Skills*, for the creation of game content for *TP3-Ad-02 How to open a business* allocated to Quarter Mediation, with a focus on the following:

- Rules for opening a business in Europe
- How to create the Europass CV
- Legal business and Self-employment
- Standard rules for official business registration
- European opportunities for start-uppers
- How to create a business plan

Work to WP4 - Skills4Life Community Engagement and Outreach

Creation of the presentation “WP4. Plan and strategy” that includes:

- WP4 Objectives
- WP4 Expected results
- WP4 Indicators (quantitative and qualitative)
- WP4 Tasks and responsibilities
- WP4 Grant repartition
- WP4 Timeline

Presentation of “WP4. Plan and strategy” during the online kick-off meeting.

Update of “WP4. Plan and strategy” according to the agreements from the online kick-off meeting, and its presentation during the Kick-off meeting in Germany.

Presentation of the final version of “WP4. Plan and strategy” during the in-person meeting in Poland.

Work to WP4 - Skills4Life Community Engagement and Outreach



WP objective	Period	Deadline	Comments
A3.1. Policy Paper	June-August 2024	31 st of August 2024	The exact timetable to be provided in May 2024
A3.2 Organisation of Skills4Life Learning Labs in Austria, Portugal, France, Germany, Ireland, Netherlands, Poland	August - September 2024	30 th of September 2024	The Skills4Life Learning Labs can be organized as soon as all project results will be finalized (also before August 2024)
A3.3 Final Conference (Austria)	September - October 2024	30 October 2024	The final dates still to be decided
A3.4 Final Transnational project meeting (Austria)	October 2024	30 October 2024	The final dates still to be decided



Presentation during the online Kick-off meeting

Presentation during the in-person Kick-off meeting

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