



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



The European Commission support for the production of this publication does not constitute an endorsement of the contents which reflects the views only of the authors, and the Commission cannot be held responsible for any use which may be made of the information contained therein.



Co-funded by
the European Union

Skills4Life

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

Reference Number:

2022-1-AT01-KA220-ADU-000086937

Duration:

01.11.2022 to 31.10.2024 (24 months)

Transnational Partner Meeting 1

The Skills4Life Kick-off Meeting

16th – 18th of January 2023,

Germany



Insights into WP 2:

**Skills4Life Serious Game Design –
Development and Validation**

University Paderborn

Chair of Business and Human Resource Education II

Prof. Dr. Marc Beutner

The European Commission support for the production of this publication does not constitute an endorsement of the contents which reflects the views only of the authors, and the Commission cannot be held responsible for any use which may be made of the information contained therein.



Co-funded by
the European Union



The core aim of WP2



The main objective of WP 2 is to co-create with institutionalized young adults, adult educators and social workers the Serious Game (SG) **SKILLS4LIFE SG.**

The SG will have the aim to provide a **safe and positive learning environment** for the **acquisition of cognitive, conceptual skills and practical skills** that can allow a better and **smoother transition to adulthood** of institutionalized young adults.



Structure of the Serious Game

according to the application



The European Commission support for the production of this publication does not constitute an endorsement of the contents which reflects the views only of the authors, and the Commission cannot be held responsible for any use which may be made of the information contained therein.



Difficulty level and game flow according to CHEN 2006

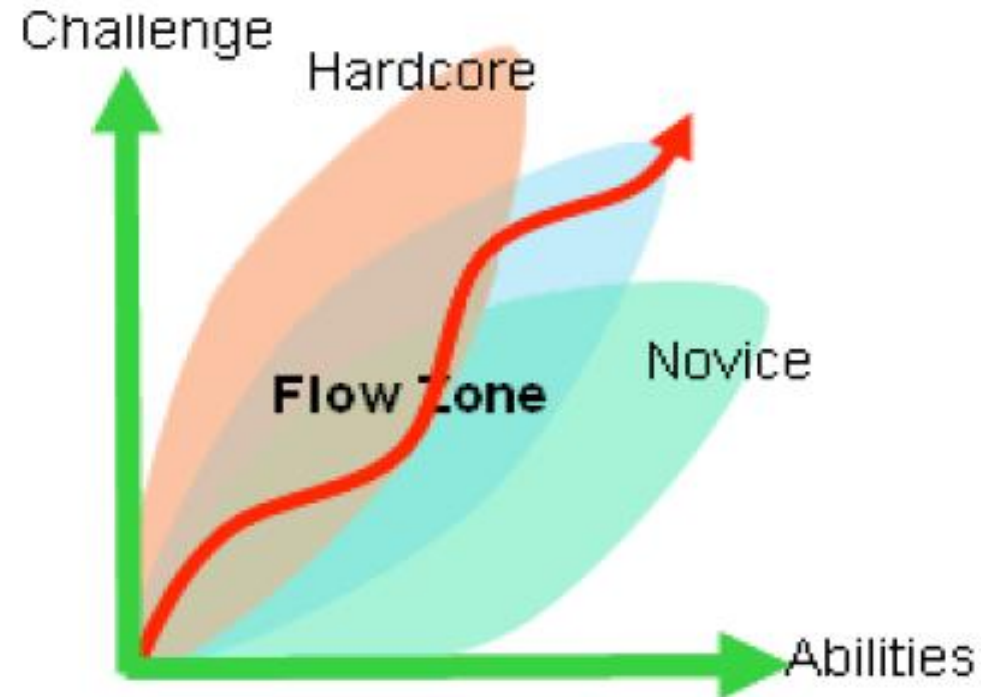


Abb. 4: Flow-Zonen (CHEN, 2006, S. 10)

Elements to be integrated










Text based scenarios

Pictures and graphics

H5P-Tasks

Videos

-  **Interactive Video**
Create videos enriched with interactions
-  **Course Presentation**
Create a presentation with interactive slides
-  **Multiple Choice**
Create flexible multiple choice questions
-  **Quiz (Question Set)**
Create a sequence of various question types
-  **Fill in the Blanks**
Create a task with missing words in a text
-  **Drag the Words**
Create text-based drag and drop tasks
-  **Column**
Organize H5P content into a column layout

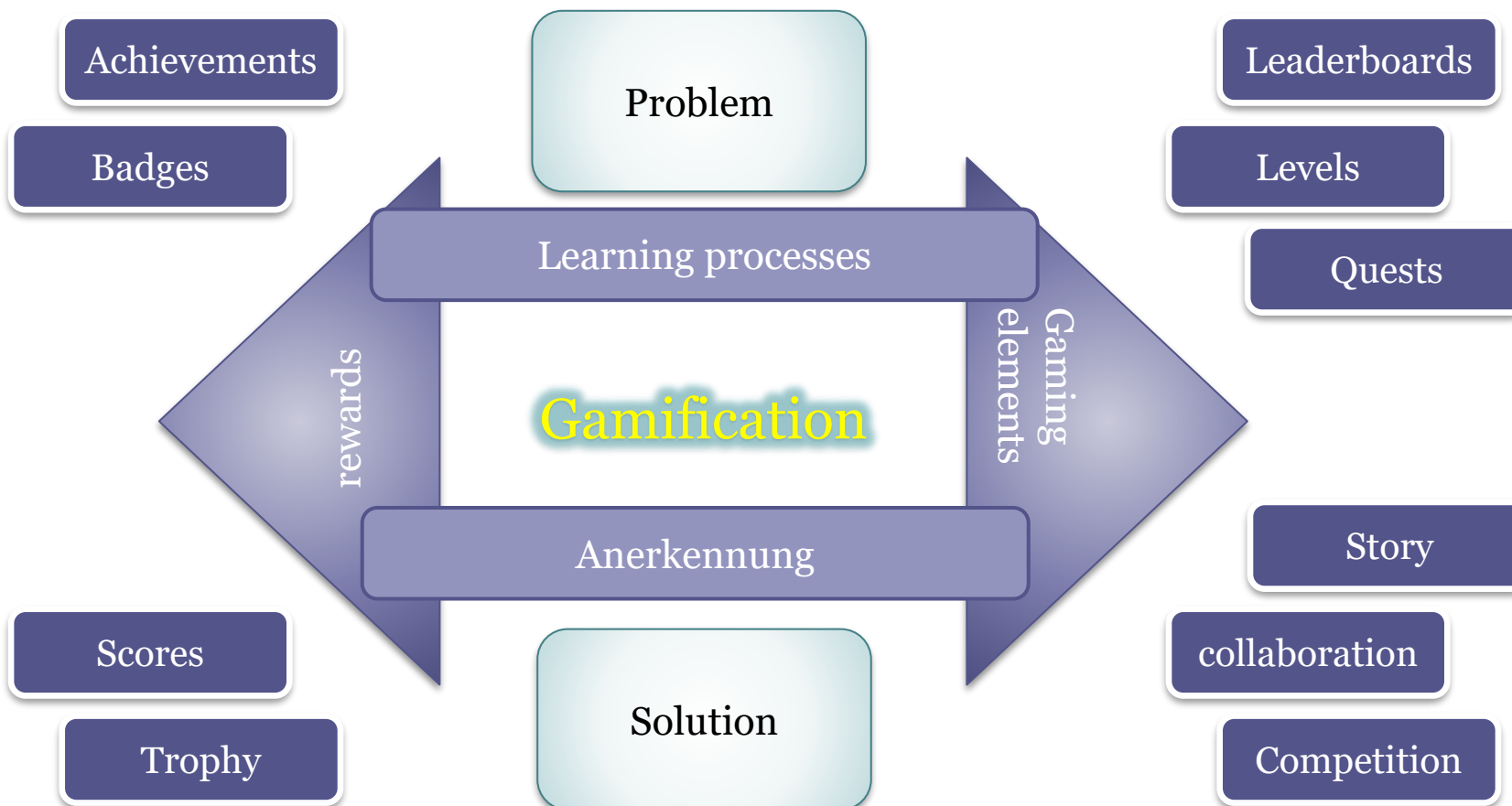
<https://h5p.org/> and <https://h5p.com/>.



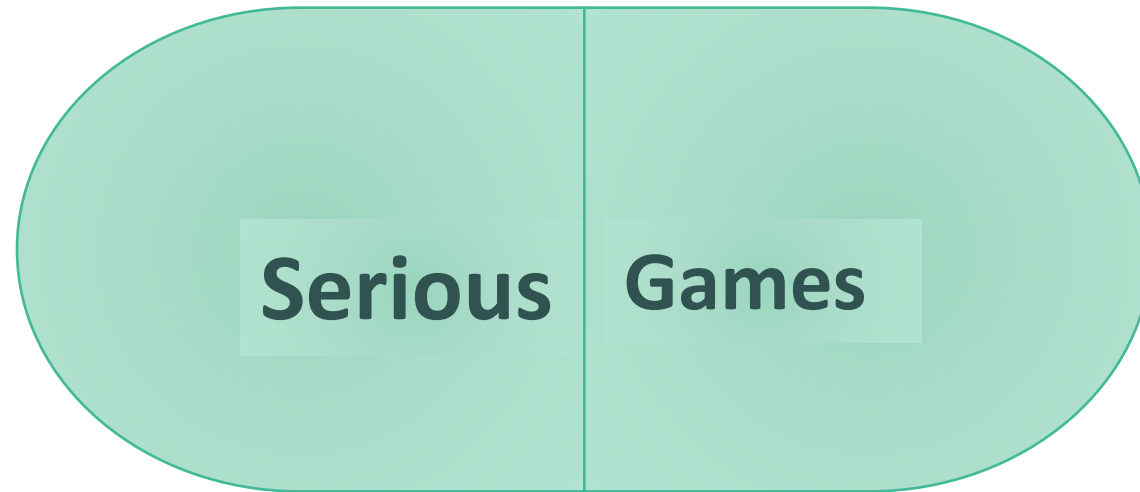
The European Commission support for the production of this publication does not constitute an endorsement of the contents which reflects the views only of the authors, and the Commission cannot be held responsible for any use which may be made of the information contained therein.



Gamification



Serious Games



The European Commission support for the production of this publication does not constitute an endorsement of the contents which reflects the views only of the authors, and the Commission cannot be held responsible for any use which may be made of the information contained therein.

PROF. DR. MARC BEUTNER
MEDIENDIDAKTIK SOSE 2017



Co-funded by
the European Union

Serious Games

Serious games enable the principles of teaching, training and educational work to be entertaining (cf. Wong et al., 2007 – original in German)

Learning seriously

Having fun

Serious Games contain a least one pedagogic component (vgl. Thom et al. 2012 – original in German)

A rough Storyline for the Serious Game

Select your protagonist



Jerry
and Janet

Care
leavers

Get to know
Jerry / Janet
-
strength and
weaknesses

My first own
flat and the
daily struggles

Finding a job
-
job market
dynamics and
social trends

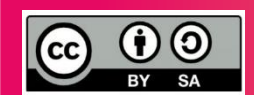
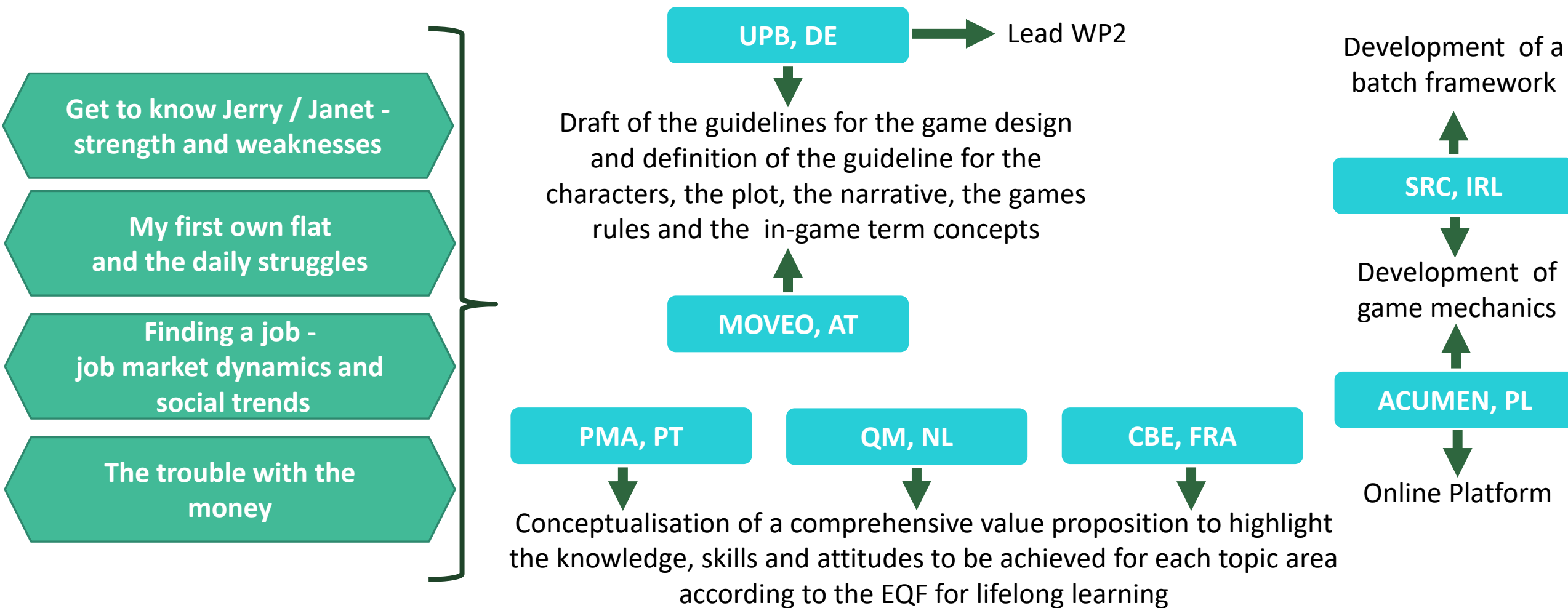
The trouble
with the money



The European Commission support for the production of this publication does not constitute an endorsement of the contents which reflects the views only of the authors, and the Commission cannot be held responsible for any use which may be made of the information contained therein.



General responsibilities of the partners



Content Development responsibilities of the partners



Content lead

Get to know Jerry / Janet - strength and weaknesses

MOVEO, AT



UPB, DE

My first own flat and the daily struggles

PMA, PT



CBE, FRA

Finding a job - job market dynamics and social trends

QM, NL



UPB, DE

The trouble with the money

ACUMEN, PL



SRC, IRL



The European Commission support for the production of this publication does not constitute an endorsement of the contents which reflects the views only of the authors, and the Commission cannot be held responsible for any use which may be made of the information contained therein.



Value Proposition – First idea and task



Our vision is to design a serious game for careleavers, which offers a **safe and positive learning environment**.

In **Skills4life** we integrate different skill sets. The Serious game will provide opportunities to acquire **cognitive, conceptual skills and practical skills**.

The **core additional value is to assure a smoother transition of careleavers to adulthood**.

Please take 10 minutes and discuss a possible value proposition with the partner sitting next to you!
THINK - PAIR - SHARE





Universität Paderborn
Department :Wirtschaftspädagogik –
Business and Human Resource Education
Lehrstuhl Wirtschaftspädagogik II
Warburger Str. 100
33098 Paderborn

Prof. Dr. Marc Beutner

Tel: +49 (0) 52 51 / 60 - 23 67

Fax: +49 (0) 52 51 / 60 - 35 63

E-Mail: marc.beutner@uni-paderborn.de

<http://www.upb.de/wipaed>



The European Commission support for the production of this publication does not constitute an endorsement of the contents which reflects the views only of the authors, and the Commission cannot be held responsible for any use which may be made of the information contained therein.

