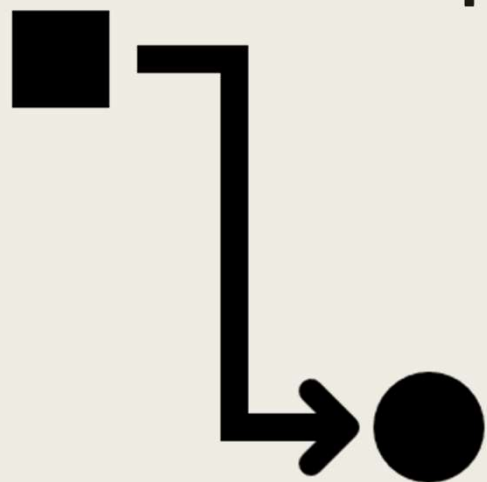


PROMOTING THE TRANSITION TO ACTIVE LIFE THROUGH GAMIFICATION AND GAME- BASED LEARNING SKILLS4LIFE

Impact plan

The purpose of the Impact plan is to provide guidelines to the Consortium in order to better understand what the project is trying to achieve with the products that will be developed, to clarify the effect and results of the project on the target groups, and to report on these achievements by setting specific indicators that the partnership will have to accomplish.

The main question...



How can we make a difference and start something
that
really works?



IMPACT ASSESSMENT REPORTS

M12

M24



IMPACT+ WORKSHOPS

For each project result to identify the desired impact at Staff, Learner, Organisation and Systemic levels.

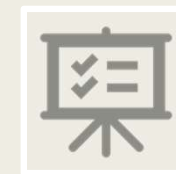


**Identify the desired impact
or outcome for each
project result**



**Identify the mechanism for
assessing the level of
impact achieved**

IMPACT+ WORKSHOPS WILL:



**Outline whether the
proposed impact at each
different level is short-
term, medium-term or
long-term**

IMPACT ASSESSMENT AT 4 LEVELS



STAFF

staff of the partner organisations participating in the project



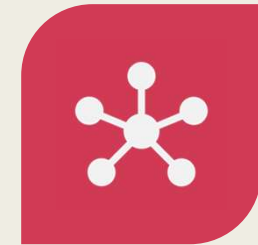
LEARNER

learners in the local communities who participate in the planned training organisational



ORGANISATION

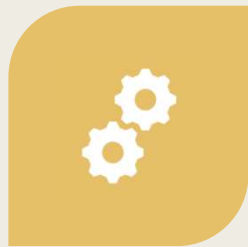
the partner organisations involved in the project but this time at an organisational level



SYSTEMIC

systemic impact to be achieved by the project

IMPACT + Approach: KEY ELEMENTS



OUTPUTS

the direct products of the activities



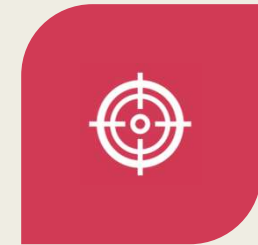
OUTCOMES

changes, benefits, learning among other effects. They can be short-term (within 1-3 years) and long-term (4-6 years).



IMPACT:

the change that happens due to an activity, mostly in the long-term, after its conclusion.



INDICATORS:

measures that allow progress towards an aim to be traced.

Target Groups and KPIs

We have two primary target groups – Young adults that are institutionalised and adult and community educators/social workers.

The project in numbers – our high level KPIs:

90 young adults that are institutionalised and/or in alternative care settings will be involved in the piloting implementation of the SKILLS4LIFE Serious Game

60 community educators, adult educators and social workers will be involved in the pilot implementation of the In-Service Training Programme

14 community educators, adult educators and social workers will attend the LTTA that will be held in France

210 target-group representatives will attend the SKILLS4LIFE Learning Labs

40 target-group representatives will attend the Final Conference in Austria.

Qualitative impact

Young adults institutionalised

Build stronger
community networks

Reduce social
exclusion

Increase active
citizenship and civic
engagement

Benefit from the
acquisition of useful
key life skills for the
transition to
autonomy

Benefit from game-
based learning
activities that will
support the
development of key
skills for autonomy

Increase interaction,
participation, and
knowledge sharing

Qualitative impact

Adult, community educators and social workers

Benefit from a personalised training approach for the development of autonomy programmes for young adults

Benefit from the opportunity to learn and/or share knowledge about the personal and social inclusion of the main target-groups in a transnational setting

Staff level

How will your activities affect staff working on the project?
What new experience, skills and competencies will they develop?
How will involvement in the project support staff in their continuing professional development?

Organisation level

What changes will occur in partner organisations as a result of the activities?
What new or improved partnerships, products or services will be generated?
How will policies or procedures be changed or improved?

Learner's level

What change will occur for learners as a result of your activities?
What new skills or competencies will they gain?
How will their attitudes, opinions or aspirations change as a result of the project?

Systemic level

What change will occur for learners as a result of your activities?
What new skills or competencies will they gain?
How will their attitudes, opinions or aspirations change as a result of the project?

Timeline for the impact plan and reports

Development of the impact plan	November 2022	Proportional Message
Feedback from the partners about the impact plan	December 2022	All partners
Impact Assessment	October 2023	All partners
1st impact report	November 2023	Proportional Message
Impact Assessment	September 2024	All partners
2 nd impact report	October 2024	Proportional Message



THANK
YOU