

Skills4Life:

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

Adult Education
ERASMUS+

KA220-ADU -
Cooperation partnerships in
adult education

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Skills4 - Life Transnational Partner Meeting

Online

15th of November 2022

WP2 - Skills4Life Serious Game

Partner Presentation
University of Paderborn



Chair of Business and Human Resource Education II
Prof. Dr. Marc Beutner

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WP2: - Skills4Life Serious Game (SG)



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The **main objective** of this WP is to co-create with institutionalized young adults, adult educators and social workers the **Serious Game “SKILLS4LIFE”**.

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.

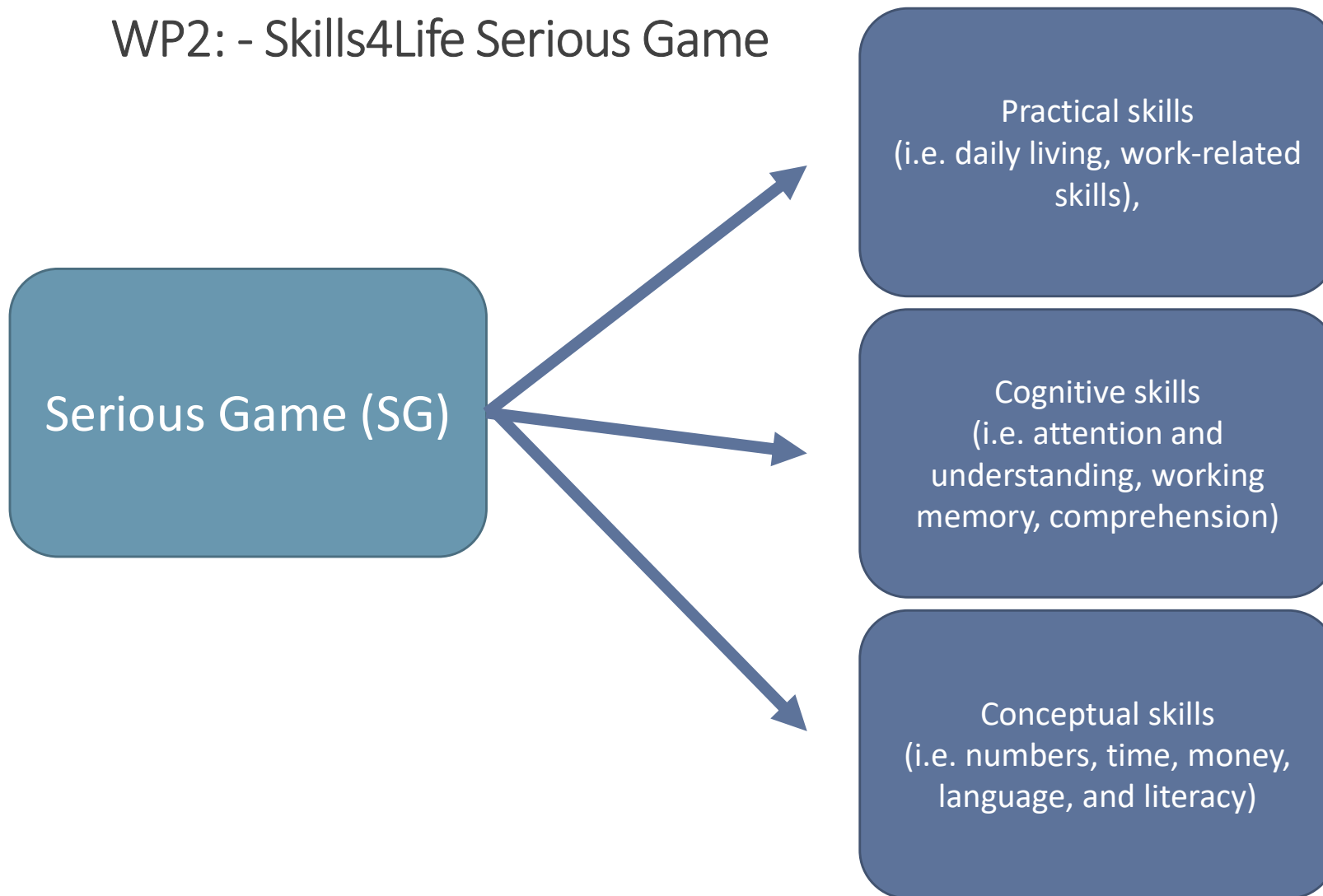


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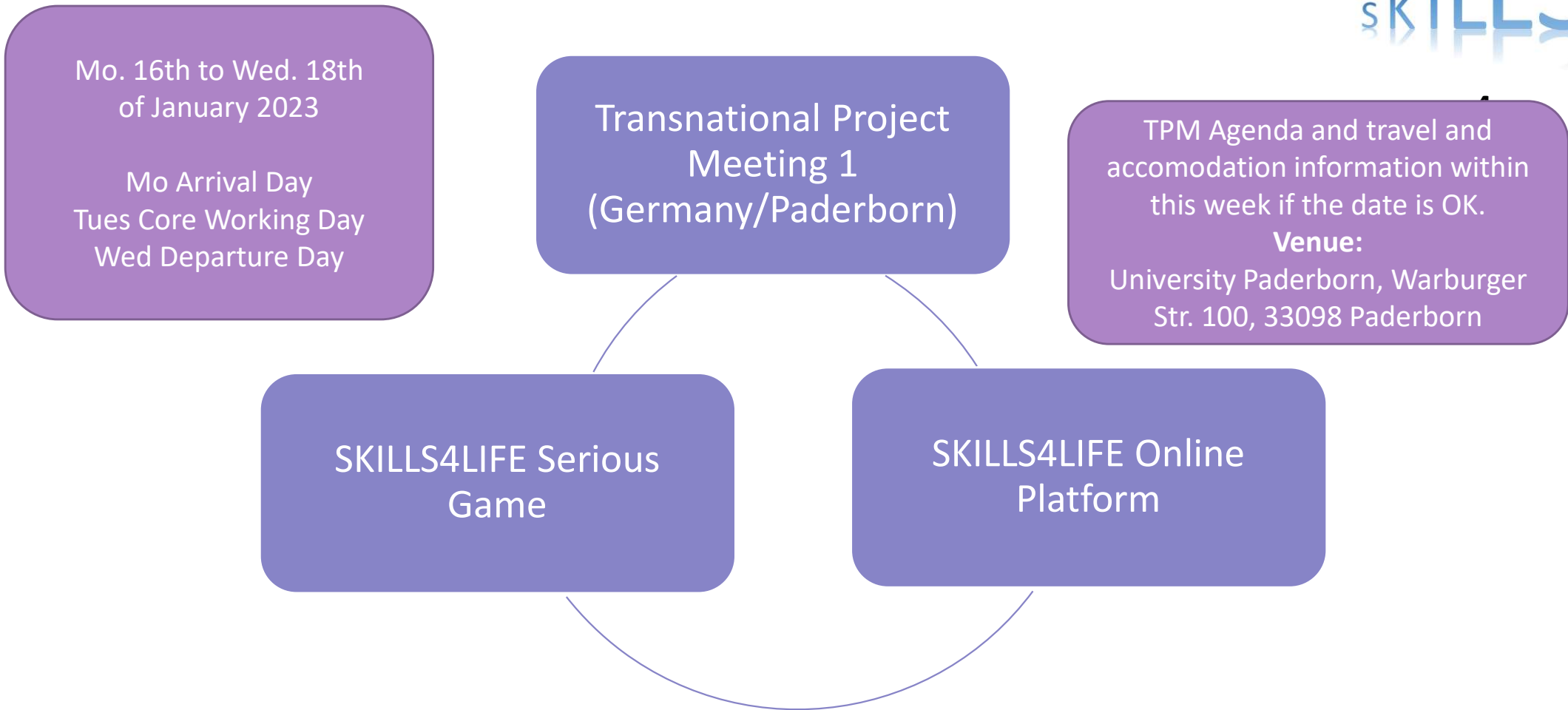


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WP2: - Skills4Life Serious Game



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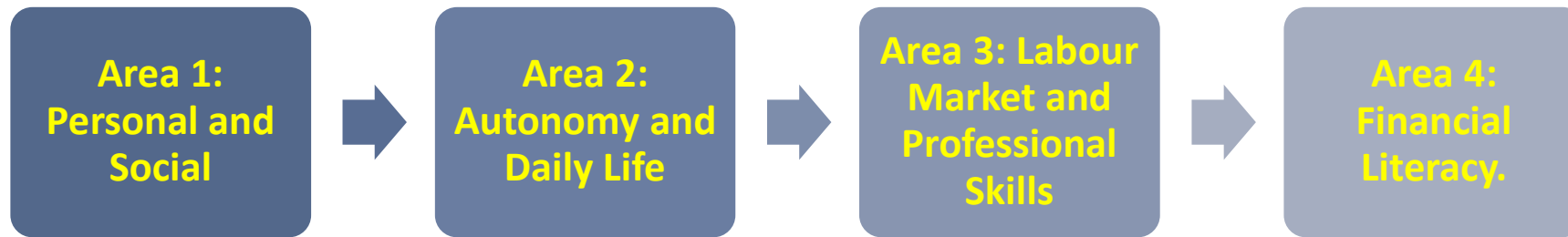


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WP2: - Skills4Life Serious Game – The Serious Game

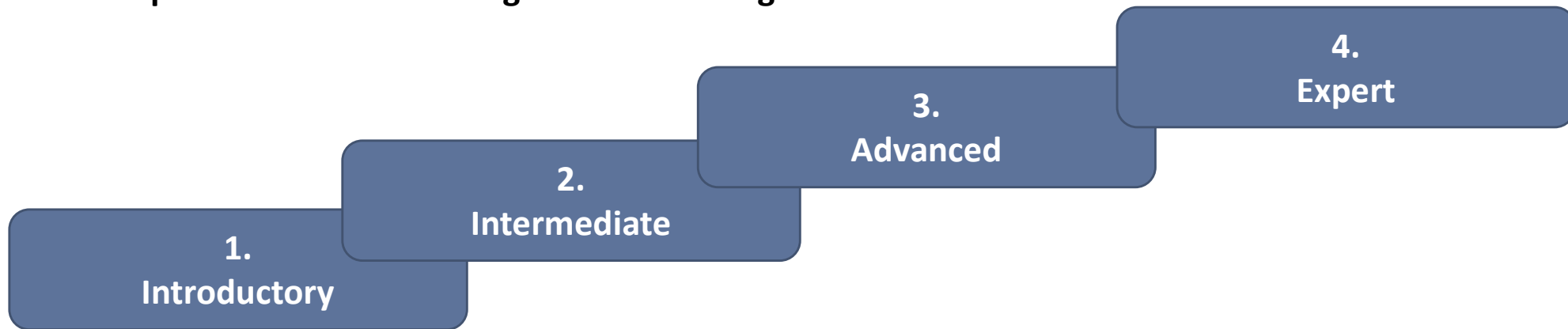


SKILLS4LIFE Serious Game topics:



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Each topic will have 8 levels organised in 4 categories:



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WP2: - Skills4Life Serious Game – The Online Platform



SKILLS4LIFE Online Platform:

The SKILLS4LIFE Online Platform will be built in a constructivist approach to learning. Important is to guarantee the quality of the platform.

Quality standards will be divided into 6 main axes:

1. Quality of the Online Learning Platform accessibility and navigation;
2. Quality of learning outcomes;
3. Quality of learning resources;
4. Quality of learner support;
5. Quality of learning assessment;
6. Quality of user privacy.

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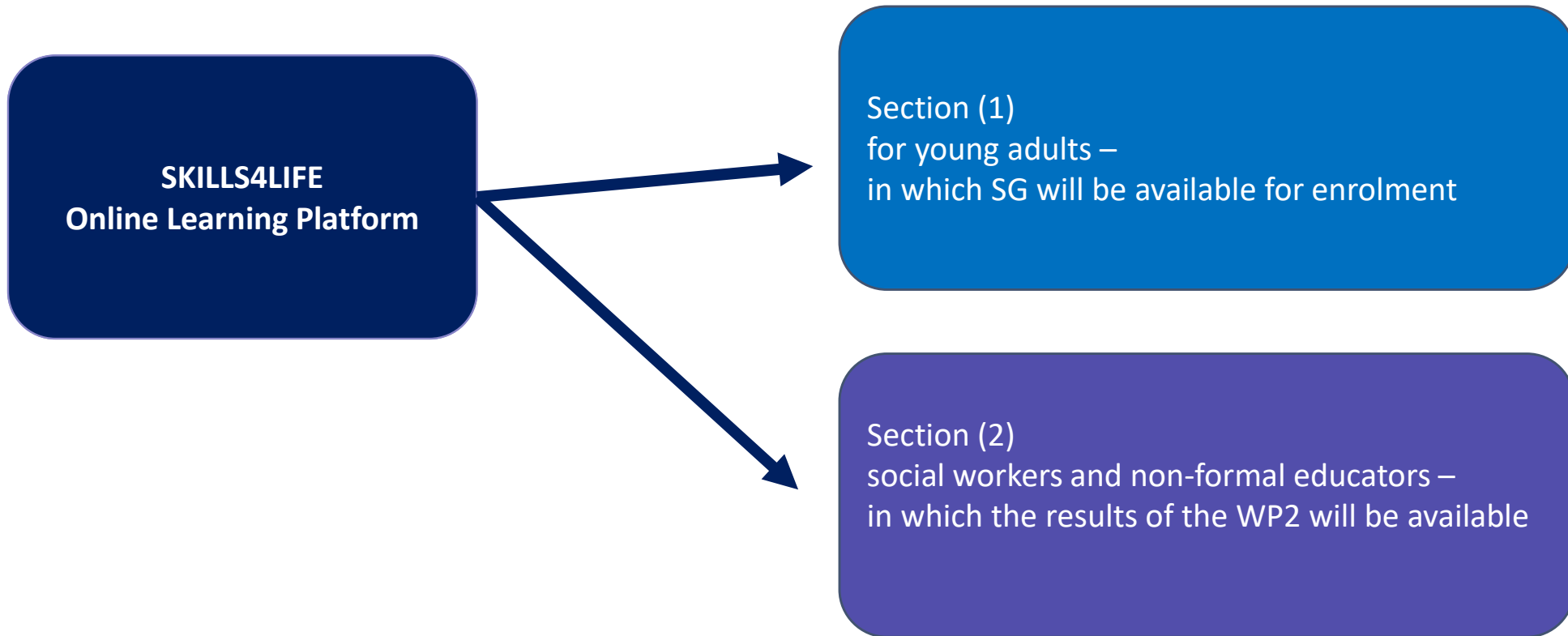


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WP2: - Skills4Life Serious Game – Sections of the Online Platform



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Thank you for your attendance.
Do you have any questions?



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