



3 – PLAY FROM THE LEVEL 1 TO THE LAST LEVEL



4 – SCENE INTRODUCTION



5 – SCENE SIDEBAR INFO



Increasing Vocational competences of entrepreneurship Teaching with the use

of gamification

Newsletter No.4 - 2017

Final Meeting in Athens (GR)

On the 20 and 21 July, the GAMIFY partners met for the last time in Athens - GREECE, to discuss the last steps of the project that will end on the 31st of August.

The final meeting was a good ground for the project partners to review the final version of the game (O2), both in English and in the national languages, according to the suggestions emerged during the testing in each country.

Moreover, the partners agreed on the final version of the didactical materials for Teachers (O3) and guidelines on how to use the game in class, taking in consideration the opinions of the VET teachers that tested them in each country.

An important session of the meeting was dedicated to the sustainability plan that has been finalized and the dissemination actions, including the the MULTIPLIER EVENTS organized in all the countries, since these activities can ensure the continuation of the project after its end.



The FINAL VERSION of the GAME WAS

Get connected!

https://www.facebook.com/GamifyYourTeaching/



http://gamify-project.eu/

Facebook



6 – SCORING AT THE END OF THE **SCENE**



MULTIPLIER EVENTS of the GAMIFY project!

At the moment, all the 7 MULTIPLIER EVENTS foreseen by the GAMIFY project have been organized, with the scope of disseminating and transferring the intellectual outputs and results of the project.

In detail, the MULTIPLIER EVENTS have been realized as follows:

> in ROMANIA, on the 14 July with 50 local participants

> in UK, on the 13 July with 30 local participants

> in LITHUANIA, on the 3 of July, with 15 local participants

> in GREECE, in the 23 June, with 50 local participants

> in ITALY, on the 9 of June , with 43 local participants > in SPAIN on the 3 May and 29 June with 50 local participants in total

> in POLAND on the 30 June, with 50 local participants

Erasmus+

This project has been funded with support from the European Commission. This publication [communication] reflects the views only of the author, and the Commission cannot be held responsible for any use which may be made of the information contained therein.

