Projects and Products Portal for Leonardo da Vinci

Ludo ergo sum

2012-1-FR1-LEO05-34251

http://www.adam-europe.eu/adam/project/view.htm?prj=10151

Project Information

Title:	Ludo ergo sum
Project Number:	2012-1-FR1-LEO05-34251
Year:	2012
Project Type:	Transfer of Innovation
Status:	completed
Country:	FR-France
Marketing Text:	Ludo Ergo Sum is all at once a learning tool (a serious game SkillPass) and basis for action. It will simplify and homogenise the variety of practices which had so far been applied to identify and capitalise on knowledge gained from non-formal learning experiences.
Summary:	Ludo Ergo Sum is all at once a learning tool and basis for action. It will simplify and homogenise the variety of practices which had so far been applied to identify and capitalise on knowledge gained from non-formal learning experiences. Its objectives are to: 1. Help the final users of the tool (youth workers, job counsellors, voluntary work/work placement coaches, trainers, etc.) apprehend and concretely work upon the issue of how to capitalise on young people's knowledge gained from non-formal and informal learning. 2. Promote the use of European media for the Recognition of Gained Knowledge using a contextualised recreational-educational tool for the apprehension and application of the concept of key competences; 3. De-compartmentalise the fields of inclusion, youth, education and training, providing a common tool shared by all various participants, helping young people be included into the community and business world.
Description:	The objective of Ludo Ergo Sum is to put in place functional tools to "capitalise on" and "gain value" from the knowledge which young people experiencing "difficulties" build up in non-work -related and extra-curricular fields, but which they do not know how to highlight in connection with the actions undertaken as they search for a job, receive careers guidance or more globally, as they try to be included both into the community and business world (participative experiences, commitment, mobility, initiatives, voluntary participation, volunteering, community-oriented commitment, cultural activities and sports practising etc.). The outcome of the Ludo Ergo Sum approach will be the production of a recreational/educational tool (serious game, e-portfolio). The first purpose will be to train stakeholders who deal with young people in methods and media used to capitalise on assets gained from non-formal and informal learning experiences. Secondly, these professionals will be provided with a functional and attractive tool used to apply this new knowledge and know-how, giving support to young people in their serious gaming experience.
Themes:	*** Lifelong learning ** Equal opportunities * ICT * Recognition, transparency, certification * Vocational guidance
Sectors:	* Education
Product Types:	others transparency and certification evaluation methods
Product information:	The outcome of the Ludo Ergo Sum approach will be the production of a recreational/educational tool (serious game, e-portfolio). The first purpose will be to train stakeholders who deal with young people in methods and media used to capitalise on assets gained from non-formal and informal learning experiences. Secondly, these professionals will be provided with a functional and attractive tool used to apply this new knowledge and know-how, giving support to young people in their serious gaming experience.

Project Information

Projecthomepage: http://www.skillpass-game.com/

Project Contractor

Name:	International Développement Système
City:	Lille
Country/Region:	Nord - Pas De Calais
Country:	FR-France
Organization Type:	others
Homepage:	http://id6tm.org/

Contact Person

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Coordinator

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Partner

Partner 1

Name: Tempo Libero Soc. Coop. Sociale ONLUS -Sara Bonsignori et Maria Grazia Savardi
City: Brescia
Country/Region: Lombardia
Country: IT-Italy
Organization Type: others
Homepage: http://www.cooptempolibero.it

Partner 2

Name: Fondation Intras- Henar Conde
City: Valladolid
Country/Region: Castilla y León
Country: ES-Spain
Organization Type: others
Homepage: http://www.intras.es

Partner 3

Name: Centre d’échanges internationaux London- Marine Deneux
City: LONDON EC2A 3AH
Country/Region: Inner London
Country: UK-United Kingdom
Organization Type: others
Homepage: http://www.cei-london.com

Partner 4

Name: Office pour l'orientation, la formation professionnelle et continue- Magali Ginet Babel
City: Genêve 4
Country/Region: Région lémanique
Country: CH-Switzerland
Organization Type: others
Homepage: http://www.geneve.ch/ofpc

Partner

Partner 5

Name: Conseil Suisse des Activités de Jeunesse- Andreas Koenig
City: Bern
Country/Region: Région lémanique
Country: CH-Switzerland
Organization Type: others
Homepage: http://www.csaj.ch

Partner 6

Name: Kaléido'Scop SCOP SARL- Paul Hallé et Sylvain Abrial
City: St Etienne
Country/Region: Rhône-Alpes
Country: FR-France
Organization Type: others
Homepage: http://www.kaleido-scop.eu

Partner 7

Name: Mission Locale d'Anderlecht- Hoang Nguyen Trong
City: Anderlecht - Bruxelles
Country/Region: Bruxelles Cap, Brussel Hof
Country: Belgie
Organization Type: others
Homepage: http://www.missionlocaleanderlecht.be

Partner 8

Name: Filoxenia, Kentro Diapolitismikon Programmaton kai Antallagon Neon- Emmanuel Mappus
City: Kryoneri-Korinthias
Country/Region: Peloponnissos
Country: EL-Greece
Organization Type: others
Homepage: http://www.filox.org

Project Files

SkillPass-Game Français.pdf

http://www.adam-europe.eu/prj/10151/prj/SkillPass-Game%20Fran%C3%A7ais.pdf

SkillPass-Game Greece.pdf

http://www.adam-europe.eu/prj/10151/prj/SkillPass-Game%20Greece.pdf

SkillPass-Game Italy.pdf

http://www.adam-europe.eu/prj/10151/prj/SkillPass-Game%20Italy.pdf

SkillPass-Game Spain.pdf

http://www.adam-europe.eu/prj/10151/prj/SkillPass-Game%20Spain.pdf

Products

1 SkillPass-Game

Product 'SkillPass-Game'

Title: SkillPass-Game

Product Type: others

Marketing Text: http://www.skillpass-game.com/

Description: Cet outil se présente donc à la fois comme un outil d'apprentissage et un support d'intervention.
Le dispositif concerne des compétences issues d'expériences diverses: sport, mobilité internationale, engagement citoyen, vie quotidienne, pratique culturelle, bénévolat, stages…
Le scénario explore six domaines de compétence : Traiter l'information, Organiser, Résoudre des problèmes, Travailler en équipe, Encadrer, Communiquer, en liaison avec les huit compétences-clefs européennes. Pour terminer le jeu, le joueur doit faire en sorte que son personnage acquière toutes les compétences-clés…Le jeu entend répondre à deux objectifs :

Sensibiliser le joueur à la notion de compétences-clefs, lui faire comprendre leur importance, les capacités dont elles dépendent, le tout de manière ludique et attractive.
Aider le joueur à réfléchir sur ses propres compétences-clefs et à en parler afin de lui permettre de les valoriser pour un emploi, une formation ou encore un bilan de compétences.

Target group: Le jeu est mis à disposition des jeunes par des éducateurs, des psychologues de bilan de compétences, des animateurs qui doivent évaluer un « retour de mobilité européenne » pour délivrer un « europass » ou un « youthpass », des professeurs qui doivent remplir un livret de compétences, des conseillers d'insertion mais aussi des DRH pour leurs jeunes salariés afin d'optimiser les plans de formation etc…

Result: Depuis le mois de mai 2014, les grandes manoeuvres ont démarré pour SkillPass, avec l'expérimentation du dispositif et de ses usages sur le territoire européen.
SkillPass permet de faciliter le travail du professionnel pour aborder la notion de compétences avec les jeunes et aide à les identifier et les nommer. Voir résultats expérimentation sur le site internet.

Area of application: Quatre milieux cibles d'expérimentation :

– Insertion professionnelle

– Orientation/ Bilan de Compétences

– Mobilité européenne et internationale

– Bénévolat/ Engagement citoyen/ Volontariat

Homepage: http://www.skillpass-game.com/

Product Languages: Engels

Events

Euroskills 2014- Lille, France

Date	04.10.2014
Description	EuroSkills are the European skills competitions for young people up to 25 years. It's a spectacular promotion of the professions, held every two years in one of the WorldSkills Europe member states. The 2014 edition takes place in Lille, France. EuroSkills is centered on the performance of hundreds of European talents, selected through skills competitions in their own countries. The best of the best young European professionals showcase their talents here. It's a total experience and an inspiration for all. During this event, we will organise an official opening of Ludo Ergo Sum
Target audience	During the EuroSkills competition the member states, international industry partners, governmental agencies and educational institutions come together to encourage world class standards of skills and competences in Europe. 1000 foreign delegations are expected, and 120 000 visitors
Public	Event is open to the public
Contact Information	WorldSkills Europe Frankrijklaan 8a 2391 PX Hazerswoude-Dorp, The Netherlands Phone : +31 172 211 120 Website : www.euroskills.org
Time and place	2-4 october 2014 Lille Grand Palais 1 boulevard des Cités Unies, 59 777 Lille-Euralille Phone number: +(33) 3 20 14 15 16