Projects and Products Portal for Leonardo da Vinci

Co-Design to Re-Engage the Disengaged

TOI-678

http://www.adam-europe.eu/adam/project/view.htm?prj=10822

Project Information

Title: Co-Design to Re-Engage the Disengaged

Project Number: TOI-678

Year: 2013

Project Type: Transfer of Innovation

Status: granted

Country: UK-United Kingdom

Marketing Text: Code Red addressed the high proportion of drop out from i-VET by: 1) identifying real world issues causing drop out and failure in i-VET and Early School Leaving 2) conducting co-design workshops to develop low fidelity prototypes for Games Based Learning materials 3) enhancing an existing employability curriculum of GOET project, by creating a skills-set in co-facilitated design of learning materials and 4) transferring the innovation of existing Games Based Learning tools from Nottingham Trent University (UK) and University of Athens (GR) to new places, users and aspects of the curriculum from Cyprus and Italy.

Summary: The Europe 2020 strategy identifies drop out from i-VET or early school leaving (ESL) as a key challenge to meeting employment targets. High rates of ESL are detrimental to making lifelong learning a reality and increase the risk of unemployment, poverty and social exclusion. ESL is over-represented among pupils with disabilities (61%), emotional/behavioural problems and migrants. Code RED focused on working with these groups of students who are particularly at risk of exclusion or drop out.
The aim of Code RED was: To address the high proportion of drop out from i-VET. The steps to achieve this aim have been as follows:
• Identified the real world issues that are causing drop out and failure in i-VET and ESL by conducting robust needs analyses in each country via user and stakeholder focus groups. The findings of this work may be found in the “CodeRED Stakeholders Needs Analysis Report” available in the products page.
• Conducted a set of co-design workshops to engage end-users, engender a sense of ownership for the project, increase digital skills, where low-fidelity prototypes of games have been also developed. The outcomes of these work can be found in the “Code RED Co-Design Workshops Reports - Low-fidelity prototypes” report available from the products page.
The process by which the workshops were run has also been enhanced and documented in the "Games Design Report".
• Enhanced and transferred an existing employability curriculum by creating a skills-set in co-facilitated design of learning materials, together with a set of other learning materials. The transferred GOET curriculum (available at http://goet-project.eu/downloads/teaching-resources/) has been extented with additional chapters on co-operative learning and digital game design/authoring skills. The result is available in the products' section.
• Designed and developed two desktop-based (and android-based) digital 2-D games, by transferring and enhancing the engines developed in the RISE project
• Designed and developed 2 location-based (iOS-based) digital games, by transferring the knowledge of University of Athens in using the ARIS platform. Information on how to access/download the games, can be found in the products' section.
• Created a set of other educational material, e.g., tutorials for game authoring software, questions and answers for games and for the curriculum, recommended content in the Unit for game co-design, etc.

Description: The Centre for Social Justice 2011 document, ‘No excuses - A review of educational exclusion’ makes the assertion that, “Many pupils are being profoundly misunderstood within some mainstream schools. The underlying causes of their behaviour, and their needs, are not being addressed properly. As a result, there is a near-hidden group of children and young people in our education system which is being failed.” The human cost of drop out, failure and exclusion is high, given the strong correlation between these and poverty and disadvantage. The aim of the Code RED project was therefore: To address the high proportion of drop out from i-VET and early school leaving that is creating a key challenge to the employment targets

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of Europe 2020 and is the cause of exclusion, poverty and disadvantage.

The objectives supporting the Code RED team in delivering against this aim were:
• The completed Stakeholder Needs Analysis
• The co-design workshops which have been carried out to engage the end users, increase digital skills, initiate group communication and problem solving skills and to develop early prototypes for the learning materials.
• The creation of curriculum modules in: co-facilitated design of learning materials, working with others as a team, communicating with others, group problem solving, and ICT skills (digital games development).
• Delivering this curriculum and learning content via an adaptable and flexible i-learning framework. - which is pre-configured and populated for work with the Code RED curriculum.
• Enhanced and transferred innovation of existing materials by creating additional PC games and mobile location-based games (streetgames).
• Took measures to ensure the sustainability of the project's products
• Took measures to ensure that all phases of the project and its products are inclusive and end results are accessible, usable, effective, engaging by adopting a user-sensitive approach and by the use of longitudinal usability evaluation and piloting phases that included qualitative and soft outcome indicators.

Themes:
*** Utilization and distribution of results
*** Labor market
*** Sustainability
*** ICT
*** Others
*** Lifelong learning
*** Access for disadvantaged
*** Equal opportunities
** Intercultural learning
** Recognition, transparency, certification
** Open and distance learning
** Vocational guidance
** Initial training
* Enterprise, SME
* Language training

Sectors:
*** Education
** Public Administration and Defence; Compulsory Social Security
** Information and Communication

Product Types:
material for open learning
open and distance learning
others
program or curricula
teaching material
website

Product information:
The tangible and intangible products of the project are:
• Two PC (using a games authoring environment for flexible content and language translation). One game has been based on Getting There, a mobile/tablet based multiple choice driving game (read more at http://rise-project.eu/resources/games/getting-there/). The second is a conversational 2D styled game using a transferred conversational engine also from the RISE project.
• Two mobile games, developed in a street gaming methodology using the ARIS platform (https://arisgames.org/);
• an extended and enhanced employability curriculum, which is available and is offered also through an internet-learning (i-learning) platform,
• a skills set for low fidelity computer games design, delivered in a shared design facilitation workshop programme. The games design report and reports on the Low-fidelity prototypes developed are available now in the products section.
• an accessible project website (available now at http://codered-project.eu/).
The impact of the project will be the re-engagement into i-Vet of young people via

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• a shared design facilitation approach, mapped against the digital skills set to raise digital competences, communication skills, group problem solving skills;
• increased employability via the enhanced curriculum delivered on the accessible i-learning platform;
• an additional resource and new pedagogical approaches for teachers in maintaining engagement of the target group
• additional research and evidence for maintaining student engagement or for their re-engagement by education managers, teacher training organisations and policy influencers in education.

Projecthomepage: http://codered-project.eu/

Project Contractor

Name:	Nottingham Trent University
City:	Nottingham
Country/Region:	East Midlands
Country:	UK-United Kingdom
Organization Type:	university/Fachhochschule/academy
Homepage:	http://ntu.ac.uk

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Coordinator

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Country/Region:	East Midlands
Country:	UK-United Kingdom
Organization Type:	university/Fachhochschule/academy
Homepage:	http://ntu.ac.uk

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E-mail:	david.brown@ntu.ac.uk
Homepage:	http://isrg.org.uk

Partner

Partner 1

Name:	AECA, Associazone Emiliano-Romagnola di Centri Autonomi di Formazione Professionale, Italy (Months 16 to 24, Replaced Provincia di Parma)
City:	Parma
Country/Region:	Emilia-Romagna
Country:	IT-Italy
Organization Type:	continuing training institution
Homepage:	http://www.aeca.it

Partner 2

Name:	University of Athens
City:	Athens
Country/Region:	Attiki
Country:	EL-Greece
Organization Type:	university/Fachhochschule/academy
Homepage:	http://www.uoa.gr

Partner 3

Name:	GM EuroCy Innovations
City:	Nicosia
Country/Region:	Kypros / Kibris
Country:	CY-Cyprus
Organization Type:	SME - small and medium-sized enterprise (up to 250 employees)
Homepage:	http://www.eurocyinnovations.com

Partner 4

Name:	Provincia di Parma (Months 1 to 15, Replaced then by AECA)
City:	Parma
Country/Region:	Emilia-Romagna
Country:	IT-Italy
Organization Type:	public institution
Homepage:	http://www.provincia.parma.it

Partner

Partner 5

Name:	Greenhat Interactive Ltd
City:	Kidderminster
Country/Region:	Shropshire, Staffordshire
Country:	UK-United Kingdom
Organization Type:	continuing training institution
Homepage:	http://www.ghi-se.co.uk

Project Files

Annex-I-Code-RED-Trainers-Handbook-v1.1-EN.pdf

http://www.adam-europe.eu/prj/10822/prj/Annex-I-Code-RED-Trainers-Handbook-v1.1-EN.pdf

The English version of the Trainers' Handbook. Further information can be found at: http://codered-project.eu/public/?p=870

Annex-I-Code-RED-Trainers-Handbook-v1.1-GR.pdf

http://www.adam-europe.eu/prj/10822/prj/Annex-I-Code-RED-Trainers-Handbook-v1.1-GR.pdf

The Trainers' Handbook (Annex to the Curriculum, EL version)

Annex-I-Code-RED-Trainers-Handbook-v1.1-IT.pdf

http://www.adam-europe.eu/prj/10822/prj/Annex-I-Code-RED-Trainers-Handbook-v1.1-IT.pdf

The Trainers' Handbook (Annex to the Curriculum, IT version)

Annex-III-Stencyl-Tutorial-EN.pdf

http://www.adam-europe.eu/prj/10822/prj/Annex-III-Stencyl-Tutorial-EN.pdf

A tutorial for the Stencyl game authoring tool (Annex of Curriculum, EN version)

Annex-III-Stencyl-Tutorial-GR.pdf

http://www.adam-europe.eu/prj/10822/prj/Annex-III-Stencyl-Tutorial-GR.pdf

A tutorial for the use of the Stencyl game authoring software (Annex to the Curriculum, EL version)

Annex-II-(Unit-4)-Approaching-Job-EN.pdf

http://www.adam-europe.eu/prj/10822/prj/Annex-II-%28Unit-4%29-Approaching-Job-EN.pdf

Extra material for Unit 4 of Code RED Curriculum (English version).

Annex-II-(Unit-4)-Approaching-Job-GR.pdf

http://www.adam-europe.eu/prj/10822/prj/Annex-II-%28Unit-4%29-Approaching-Job-GR.pdf

Extra material for Unit 4 (Annex to the Curriculum, EL version)

Annex-II-(Unit-4)-Approaching-Job-IT.pdf

http://www.adam-europe.eu/prj/10822/prj/Annex-II-%28Unit-4%29-Approaching-Job-IT.pdf

Extra material for Unit 4 (Annex to the Curriculum, IT version)

Annex-IV-Stencyl-Tutorial-2-EN.pdf

http://www.adam-europe.eu/prj/10822/prj/Annex-IV-Stencyl-Tutorial-2-EN.pdf

A second tutorial for the Stencyl game authoring software (Annex to the curriculum, EN version)

Annex-V-Game-Maker-Tutorial-EN.pdf

http://www.adam-europe.eu/prj/10822/prj/Annex-V-Game-Maker-Tutorial-EN.pdf

A tutorial for the Game Maker game authoring software (Annex to the Curriculum, EN version)

Annex-VI-Aris-Tutorial-EN.pdf

http://www.adam-europe.eu/prj/10822/prj/Annex-VI-Aris-Tutorial-EN.pdf

A tutorial for the use of ARIS platform for creating location-based games (Annex to the Curriculu, EN version)

Project Files

Annex-VI-Aris-Tutorial-IT.pdf

http://www.adam-europe.eu/prj/10822/prj/Annex-VI-Aris-Tutorial-IT.pdf

A tutorial for the use of the ARIS platform for creating location-based games (Annex to the Curriculum, IT version)

ARIS-games-installation-guide-GR.pdf

http://www.adam-europe.eu/prj/10822/prj/ARIS-games-installation-guide-GR.pdf

An installation guide for the ARIS platform for creating location-based games (Annex to the Curriculum, EL version)

Code-RED-Curriculum-and-Learning-Material-v2.0-PUBLISHED-EN.pdf

http://www.adam-europe.eu/prj/10822/prj/Code-RED-Curriculum-and-Learning-Material-v2.0-PUBLISHED-EN.pdf

The English version of the Code RED Curriculum. Further information can be found at: http://codered-project.eu/public/?p=870

Code-RED-Curriculum-and-Learning-Material-v2.0-PUBLISHED-GR.pdf

http://www.adam-europe.eu/prj/10822/prj/Code-RED-Curriculum-and-Learning-Material-v2.0-PUBLISHED-GR.pdf

The Greek version of the Code RED Curriculum. Further information can be found at: http://codered-project.eu/public/?p=870&lang=el

Code-RED-Curriculum-and-Learning-Material-v2.0-PUBLISHED-IT.pdf

http://www.adam-europe.eu/prj/10822/prj/Code-RED-Curriculum-and-Learning-Material-v2.0-PUBLISHED-IT.pdf

The Italian version of the Code RED Curriculum. Further information can be found at: http://codered-project.eu/public/?p=870&lang=it

Code-RED-flyer-v1.0.pdf

http://www.adam-europe.eu/prj/10822/prj/Code-RED-flyer-v1.0.pdf

CodeRED-Getting-There-Game-Alternate-Questions-Set-EN.docx

http://www.adam-europe.eu/prj/10822/prj/CodeRED-Getting-There-Game-Alternate-Questions-Set-EN.docx

A set of alternative questions for the Getting There game (Annex to Curriculum, EN version)

CodeRED-Getting-There-Game-Alternate-Questions-Set-GR.DOCX

http://www.adam-europe.eu/prj/10822/prj/CodeRED-Getting-There-Game-Alternate-Questions-Set-GR.DOCX

Set of alternative questions for Getting There game (Annex to the Curriculum and learning material, EL version)

CodeRED-GettingThereGame-Alternate-Questions-Set-IT.docx

http://www.adam-europe.eu/prj/10822/prj/CodeRED-GettingThereGame-Alternate-Questions-Set-IT.docx

A set of alternative questions for the Getting There game (annex to curriculum, IT version)

CODE RED Leaflet FCP English.pdf

http://www.adam-europe.eu/prj/10822/prj/CODE%20RED%20Leaflet%20FCP%20English.pdf

CODE RED Leaflet F Greek NEW.pdf

http://www.adam-europe.eu/prj/10822/prj/CODE%20RED%20Leaflet%20F%20Greek%20NEW.pdf

Project Files

CODE RED Leaflet F Italian NEW.pdf

http://www.adam-europe.eu/prj/10822/prj/CODE%20RED%20Leaflet%20F%20Italian%20NEW.pdf

CODE RED RollupBanner 80X200 English.pdf

http://www.adam-europe.eu/prj/10822/prj/CODE%20RED%20RollupBanner%2080X200%20English.pdf

CODE RED RollupBanner 80X200 Greek.pdf

http://www.adam-europe.eu/prj/10822/prj/CODE%20RED%20RollupBanner%2080X200%20Greek.pdf

CODE RED RollupBanner 80X200 Italian.pdf

http://www.adam-europe.eu/prj/10822/prj/CODE%20RED%20RollupBanner%2080X200%20Italian.pdf

D08-Development of e-learning platform-v1.0.pdf

http://www.adam-europe.eu/prj/10822/prj/D08-Development%20of%20e-learning%20platform-v1.0.pdf

A guide on how to use the Code REd i-Learning environment to create your own courses based on the Code RED curriculum (EN version).

D17-ReportsOnLocalEvents-v1.0.pdf

http://www.adam-europe.eu/prj/10822/prj/D17-ReportsOnLocalEvents-v1.0.pdf

Report on key events and workshops organised locally in partner countries (EN).

D4-NeedAnalysis_Report_v1.0-EL.pdf

http://www.adam-europe.eu/prj/10822/prj/D4-NeedAnalysis_Report_v1.0-EL.pdf

ESL ( ) , Code RED.
, . , Code RED WP2.

D4-NeedAnalysis_Report_v1.0-IT.pdf

http://www.adam-europe.eu/prj/10822/prj/D4-NeedAnalysis_Report_v1.0-IT.pdf

La presente relazione tratta le principali caratteristiche della dispersione scolastica (ESL) e del disimpegno dei giovani dall'istruzione e dalla formazione a livello europeo, oltre che in ciascun Paese coinvolto nel progetto Code RED. Espone in modo dettagliato i principali risultati raggiunti attraverso l'attuazione delle opzioni metodologiche pre-definite dal consorzio dei Partner attraverso il Piano metodologico e poi adottate per realizzare le fasi iniziali di analisi dei bisogni e la costruzione di reti di portatori di interessi, previste dal Work Package (WP) 2 del progetto Code RED.

D4-NeedAnalysis_Report_v1.0.pdf

http://www.adam-europe.eu/prj/10822/prj/D4-NeedAnalysis_Report_v1.0.pdf

This report deals with the major characteristics of ESL (Early School Leaving) and disengagement from education at European level as well as separately in each country involved in Code RED.
It details the main results achieved through the implementation of the methodological options pre-defined by the consortium through the Methodological Plan and then adopted to carry out the initial needs analysis and community network building phases within Code RED project WP2.

R09-Usability-Evaluation-Report-v2.0-GR.pdf

http://www.adam-europe.eu/prj/10822/prj/R09-Usability-Evaluation-Report-v2.0-GR.pdf

The Code RED products' Usability Evaluation Report (EL version)

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R09-Usability-Evaluation-Report-v2.0-IT.pdf

http://www.adam-europe.eu/prj/10822/prj/R09-Usability-Evaluation-Report-v2.0-IT.pdf

The Code RED products' Usability Evaluation Report (IT version)

R09-Usability-Evaluation-Report-v2.0.pdf

http://www.adam-europe.eu/prj/10822/prj/R09-Usability-Evaluation-Report-v2.0.pdf

The Code RED products' Usability Evaluation Report (EN version)

Products

1 CodeRED Dissemination and Branding/Marketing material

2 Code RED Website

3 Code RED Stakeholders Needs Analysis Report

4 Code RED Co-Design Workshops Reports - Low-fidelity prototypes

5 Games Design Report

6 Code RED Curriculum and learning material

7 Code RED iLearning Environment

8 Code RED products' usability evaluation report

9 “Getting There” game

10 “Got the Skills” game

11 (Location-based) ARIS games: “Dora’s Box” and “Eve’s World”

12 Presentation of location-based games

13 Presentation about Code RED Curriculum and learning material

14 Project Videos

Product 'CodeRED Dissemination and Branding/Marketing material'

Title:	CodeRED Dissemination and Branding/Marketing material
Product Type:	others
Marketing Text:	PDF files of leaflets, flyers and banners - CodeRED is an exciting european project that has been developed in response to high levels of early school leaving, dropout and exclusion from education that often lead to unemployment, poverty and social deprivation.
Description:	A marketing leaflet to publicise the project. A rollup banner to be used at exhibitions and conferences. A flyer to be distributed in workshops and conferences.
Target group:	All stakeholders. Educators, students, educational academics, policy makers, NGOs, game designers, other projects.
Result:	Code-RED-flyer-v1.0.pdf D9.15.1 - CodeRED Leaflet (EN).pdf D9.15.2 - CodeRED Leaflet (EL).pdf D9.15.3 - CodeRED Leaflet (IT).pdf D9.15.4 - CodeRED Roll Banner (EN).pdf D9.15.5 - CodeRED Roll Banner (EL).pdf D9.15.6 - CodeRED Roll Banner (IT).pdf
Area of application:	Marketing Dissemination Publicity
Homepage:	
Product Languages:	Italian English Greek

product files

Marketing

Code-RED-flyer-v1.0.pdf

http://www.adam-europe.eu/prj/10822/prd/1/2/Code-RED-flyer-v1.0.pdf
Greek Code RED publicity flyer

D9.15.1 - CodeRED Leaflet (EN).pdf

http://www.adam-europe.eu/prj/10822/prd/1/2/D9.15.1%20-%20CodeRED%20Leaflet%20%28EN%29.pdf
Code RED project leaflet (EN)

D9.15.2 - CodeRED Leaflet (EL).pdf

http://www.adam-europe.eu/prj/10822/prd/1/2/D9.15.2%20-%20CodeRED%20Leaflet%20%28EL%29.pdf
Greek CodeRED publicity leaflet

D9.15.3 - CodeRED Leaflet (IT).pdf

http://www.adam-europe.eu/prj/10822/prd/1/2/D9.15.3%20-%20CodeRED%20Leaflet%20%28IT%29.pdf
Italian CodeRED publicity leaflet

D9.15.4 - CodeRED Roll Banner (EN).pdf

http://www.adam-europe.eu/prj/10822/prd/1/2/D9.15.4%20-%20CodeRED%20Roll%20Banner%20%28EN%29.pdf
English CodeRED publicity banner

D9.15.5 - CodeRED Roll Banner (EL).pdf

http://www.adam-europe.eu/prj/10822/prd/1/2/D9.15.5%20-%20CodeRED%20Roll%20Banner%20%28EL%29.pdf
Greek CodeRED publicity banner

product files

D9.15.6 - CodeRED Roll Banner (IT).pdf

http://www.adam-europe.eu/prj/10822/prd/1/2/D9.15.6%20-%20CodeRED%20Roll%20Banner%20%28IT%29.pdf
Italian CodeRED publicity banner

Product 'Code RED Website'

Title:	Code RED Website
Product Type:	website
Marketing Text:	Offers a quick view to Code RED activities, current outcomes and upcoming events and other interesting activities! A single point of accessing all Code RED social media as well.
Description:	The public website of the Code RED project. It aims at providing general information about the project identity, the consortium, the objectives and expected outcomes, as well as offering quick access to Code RED products and newsroom!
Target group:	All stakeholders, educators, students, game designers, education policy makers, gamers, other projects, public and private schools, VETs, etc.
Result:	
Area of application:	Public dissemination and Internet and Social Media presence
Homepage:	http://www.codered-project.eu
Product Languages:	Italian Greek English

Product 'Code RED Stakeholders Needs Analysis Report'

Title: Code RED Stakeholders Needs Analysis Report

Product Type: others

Marketing Text: A quick guide to Europe-wide early school and iVET leaving scene, with particular analysis of the cases of UK, Italy, Greece and Cyprus.

Description: This report deals with the major characteristics of ESL (Early School Leaving) and disengagement from education at European level as well as separately in each country involved in Code RED.
It details the main results achieved through the implementation of the methodological options pre-defined by the consortium through the Methodological Plan and then adopted to carry out the initial needs analysis and community network building phases within Code RED project.
Having ascertained that a structured needs analysis based on a robust methodological framework is essential to get the achievements of a research and innovation project such as Code RED, the results that came out of each National Report are assessed and prioritized.

Target group: Education policy makers, educators, NGOs, other projects.

Result: D4-NeedAnalysis_Report_v1.0.pdf
D4-NeedAnalysis_Report_v1.0-IT.pdf
D4-NeedAnalysis_Report_v1.1-EL.pdf

Area of application: Information on early school and iVET leaving in Europe and then specifically in the UK, Italy, Greece and Cyprus.

Homepage:

Product Languages: Italian
English
Greek

product files

Needs Analysis

D4-NeedAnalysis_Report_v1.0-IT.pdf

http://www.adam-europe.eu/prj/10822/prd/3/2/D4-NeedAnalysis_Report_v1.0-IT.pdf
La presente relazione tratta le principali caratteristiche della dispersione scolastica (ESL) e del disimpegno dei giovani dall'istruzione e dalla formazione a livello europeo, oltre che in ciascun Paese coinvolto nel progetto Code RED. Espone in modo dettagliato i principali risultati raggiunti attraverso l'attuazione delle opzioni metodologiche pre-definite dal consorzio dei Partner attraverso il Piano metodologico e poi adottate per realizzare le fasi iniziali di analisi dei bisogni e la costruzione di reti di portatori di interessi, previste dal Work Package (WP) 2 del progetto Code RED.
Appurato che una strutturata analisi dei bisogni basata su un quadro metodologico solido è essenziale per ottenere i risultati di un progetto di ricerca e innovazione come Code RED, i risultati di ogni rapporto di ricerca nazionale potrà essere valutato e abbinato a priorità. E' fondamentale nel caso di Code RED, la cui caratteristica principale è lo sviluppo di un metodo originale di cooptazione e l'impegno degli studenti nella formazione iniziale e delle scuole secondarie e di altri soggetti chiave nella definizione di quattro prodotti educativi, partire dai principali bisogni educativi e formativi che essi segnalano.

D4-NeedAnalysis_Report_v1.0.pdf

http://www.adam-europe.eu/prj/10822/prd/3/2/D4-NeedAnalysis_Report_v1.0.pdf
The Stakeholders' Needs Analysis Report of the Code RED project.

D4-NeedAnalysis_Report_v1.1-EL.pdf

http://www.adam-europe.eu/prj/10822/prd/3/2/D4-NeedAnalysis_Report_v1.1-EL.pdf
ESL ( ) , Code RED.
, . , Code RED WP2.

product files

Product 'Code RED Co-Design Workshops Reports - Low-fidelity prototypes'

Title:	Code RED Co-Design Workshops Reports - Low-fidelity prototypes
Product Type:	material for open learning
Marketing Text:	The objective of the games' co-design workshops was: to engage young people in an interactive (group) process of designing and implementing digital educational games' prototypes, aiming at paving the way towards adopting these paradigms in the education and skills' acquisition process, thus maximising the benefit of participants.
Description:	
Target group:	VET Students, VET Teachers, Education Policy Makers, ICT Games' designers/developers, public
Result:	Fitting In.pptx Game of Life.pptx PoP - Location Based Game_Lonely Ghost.pptx The-H-Angry-Donkey-Game-v1.0.pdf UoA - Location Based Game - The Purple Ball.pdf
Area of application:	Educational material in supporting the co-design methodology. Given as examples in similar training workshops for employability skills' acquisition.
Homepage:	
Product Languages:	English Greek Italian

product files

prototypes

Fitting In.pptx
http://www.adam-europe.eu/prj/10822/prd/4/2/Fitting%20In.pptx

Game of Life.pptx
http://www.adam-europe.eu/prj/10822/prd/4/2/Game%20of%20Life.pptx

PoP - Location Based Game_Lonely Ghost.pptx
http://www.adam-europe.eu/prj/10822/prd/4/2/PoP%20-%20Location%20Based%20Game_Lonely%20Ghost.pptx

The-H-Angry-Donkey-Game-v1.0.pdf
http://www.adam-europe.eu/prj/10822/prd/4/2/The-H-Angry-Donkey-Game-v1.0.pdf

UoA - Location Based Game - The Purple Ball.pdf
http://www.adam-europe.eu/prj/10822/prd/4/2/UoA%20-%20Location%20Based%20Game%20-%20The%20Purple%20Ball.pdf

Product 'Games Design Report'

Title:	Games Design Report
Product Type:	material for open learning
Marketing Text:	It provides an overview of the games' participatory design methodology and a description of the respective workshops organised in the framework of the Code RED project. The aim of the activity has been to work with young adults at risk of exclusion to co-develop educational games. This document should be read as a template to align the methods used by project collaborators so that the results of these activities can be appropriately reported upon.
Description:	It provides an overview of the games' participatory design methodology and a description of the respective workshops organised in the framework of the Code RED project. The aim of the activity has been to work with young adults at risk of exclusion to co-develop educational games. This document should be read as a template to align the methods used by project collaborators so that the results of these activities can be appropriately reported upon.
Target group:	Teachers, Co-design facilitators, Decision makers in education, Employment Centres, students, game designers, ICT companies.
Result:	
Area of application:	
Homepage:	
Product Languages:	Italian Greek English

product files

R05-Design_Report_FINAL-EL.pdf

http://www.adam-europe.eu/prj/10822/prd/5/1/R05-Design_Report_FINAL-EL.pdf

R05-Design_Report_FINAL.pdf

http://www.adam-europe.eu/prj/10822/prd/5/1/R05-Design_Report_FINAL.pdf
It provides an overview of the games' participatory design methodology and a description of the respective workshops organised in the framework of the Code RED project. The aim of the activity has been to work with young adults at risk of exclusion to co-develop educational games. This document should be read as a template to align the methods used by project collaborators so that the results of these activities can be appropriately reported upon.

Product 'Code RED Curriculum and learning material'

Title: Code RED Curriculum and learning material

Product Type: program or curricula

Marketing Text: A complete curriculum of soft employability skills, in combination with ICT (digital games' design) hard skills. It is accompanied by a Trainers' Handbook to support its adoption in trainers' working practices and a number of tutorials for game authoring tools.

Description: The Code RED Curriculum starts by transfering Units from the GOET project Curriculum, covering a good variety of basic and soft skills concerning personal development (e.g. self-esteem and self-confidence), personal safety and health (hygiene, self-organization, etc.), basic language and arithmetic skills, skills for preparing for interviews and work, skills required to behave properly on the job giving job sustainability, skills required when stating work, general communication skills, planning skills, etc. Then, Code RED project contributes with an additional detailed series of courses on digital games' co-designing, which combines the hard skills of designing and developing digital games, with soft skills of group working, problem solving, etc. It is understood that a combination of soft and hard skills Units are provided, since the development of hard skills can be achieved through methodologies and tools which also enhance soft skills. In addition, digital skills are essential in today's labour market, therefore a general Unit on "ICT Skills" is of value to a person looking for employability skills.

In summary, the Code RED Units cover two courses that help introducing the co-design methodology and cooperative learning in general (Phase A), five courses that support the tutor in executing the games' co-design methodology (Phase B) and four final courses that offer hard skills about well-known game authoring and other supportive software (Phase C).

The Curriculum is accompanied by a Trainers' Handbook that supports the trainers in properly adopting the Code RED products in their everyday work. Moreover, a number of tutorials for game-authoring software, as well as, supportive evaluation material, are provided as Annexes to the main document. All documents can be downloaded from the respective links below.

Target group: Mainstream and VET school trainers, young adult trainees, education policy makers, NGOs working on vocational education and training, ICT and game developers.

Result: Code-RED-Curriculum-and-Learning-Material-v2.0-PUBLISHED-EN.pdf
Code-RED-Curriculum-and-Learning-Material-v2.0-PUBLISHED-GR.pdf
Code-RED-Curriculum-and-Learning-Material-v2.0-PUBLISHED-IT.pdf
Annex-I-Code-RED-Trainers-Handbook-v1.1-EN.pdf
Annex-I-Code-RED-Trainers-Handbook-v1.1-GR.pdf
Annex-I-Code-RED-Trainers-Handbook-v1.1-IT.pdf
Annex-III-Stencyl-Tutorial-EN.pdf
Annex-III-Stencyl-Tutorial-GR.pdf
Annex-II-(Unit-4)-Approaching-Job-EN.pdf
Annex-II-(Unit-4)-Approaching-Job-GR.pdf
Annex-II-(Unit-4)-Approaching-Job-IT.pdf
Annex-IV-Stencyl-Tutorial-2-EN.pdf
Annex-V-Game-Maker-Tutorial-EN.pdf
Annex-VI-Aris-Tutorial-EN.pdf
Annex-VI-Aris-Tutorial-IT.pdf
ARIS-games-installation-guide-GR.pdf
CodeRED-Getting-There-Game-Alternate-Questions-Set-EN.docx
CodeRED-Getting-There-Game-Alternate-Questions-Set-GR.DOCX
CodeRED-GettingThereGame-Alternate-Questions-Set-IT.docx

Area of application: Vocational education and training of young adults, aiming to the re-engagement in education. However, it also applies to mainstream education.

Product 'Code RED Curriculum and learning material'

Homepage: http://codered-project.eu/public/?p=870

Product Languages: English
Greek
Italian

product files

Code RED Curriculum and Annexes

Annex-I-Code-RED-Trainers-Handbook-v1.0-IT.pdf

http://www.adam-europe.eu/prj/10822/prd/6/2/Annex-I-Code-RED-Trainers-Handbook-v1.0-IT.pdf
The Trainers' Handbook (Annex to the Curriculum, IT version)

Annex-I-Code-RED-Trainers-Handbook-v1.1-EN.pdf

http://www.adam-europe.eu/prj/10822/prd/6/2/Annex-I-Code-RED-Trainers-Handbook-v1.1-EN.pdf
The English version of the Trainers' Handbook. Further information can be found at: http://codered-project.eu/public/?p=870

Annex-I-Code-RED-Trainers-Handbook-v1.1-GR.pdf

http://www.adam-europe.eu/prj/10822/prd/6/2/Annex-I-Code-RED-Trainers-Handbook-v1.1-GR.pdf
The Trainers' Handbook (Annex to the Curriculum, EL version)

Annex-III-Stencyl-Tutorial-EN.pdf

http://www.adam-europe.eu/prj/10822/prd/6/2/Annex-III-Stencyl-Tutorial-EN.pdf
A tutorial for the Stencyl game authoring tool (Annex of Curriculum, EN version)

Annex-III-Stencyl-Tutorial-GR.pdf

http://www.adam-europe.eu/prj/10822/prd/6/2/Annex-III-Stencyl-Tutorial-GR.pdf
A tutorial for the use of the Stencyl game authoring software (Annex to the Curriculum, EL version)

Annex-II-(Unit-4)-Approaching-Job-EN.pdf

http://www.adam-europe.eu/prj/10822/prd/6/2/Annex-II-%28Unit-4%29-Approaching-Job-EN.pdf
Extra material for Unit 4 of Code RED Curriculum (English version).

Annex-II-(Unit-4)-Approaching-Job-GR.pdf

http://www.adam-europe.eu/prj/10822/prd/6/2/Annex-II-%28Unit-4%29-Approaching-Job-GR.pdf
Extra material for Unit 4 (Annex to the Curriculum, EL version)

Annex-II-(Unit-4)-Approaching-Job-IT.pdf

http://www.adam-europe.eu/prj/10822/prd/6/2/Annex-II-%28Unit-4%29-Approaching-Job-IT.pdf
Extra material for Unit 4 (Annex to the Curriculum, IT version)

Annex-IV-Stencyl-Tutorial-2-EN.pdf

http://www.adam-europe.eu/prj/10822/prd/6/2/Annex-IV-Stencyl-Tutorial-2-EN.pdf
A second tutorial for the Stencyl game authoring software (Annex to the curriculum, EN version)

Annex-V-Game-Maker-Tutorial-EN.pdf

http://www.adam-europe.eu/prj/10822/prd/6/2/Annex-V-Game-Maker-Tutorial-EN.pdf
A tutorial for the Game Maker game authoring software (Annex to the Curriculum, EN version)

Annex-VI-Aris-Tutorial-EN.pdf

http://www.adam-europe.eu/prj/10822/prd/6/2/Annex-VI-Aris-Tutorial-EN.pdf
A tutorial for the use of ARIS platform for creating location-based games (Annex to the Curriculum, EN version)

Annex-VI-Aris-Tutorial-IT.pdf

http://www.adam-europe.eu/prj/10822/prd/6/2/Annex-VI-Aris-Tutorial-IT.pdf
A tutorial for the use of the ARIS platform for creating location-based games (Annex to the Curriculum, IT version)

ARIS-games-installation-guide-GR.pdf

http://www.adam-europe.eu/prj/10822/prd/6/2/ARIS-games-installation-guide-GR.pdf
Set of alternative questions for Getting There game (Annex to the Curriculum and learning material, EL version)

product files

Code-RED-Curriculum-and-Learning-Material-v2.0-PUBLISHED-EN.pdf

http://www.adam-europe.eu/prj/10822/prd/6/2/Code-RED-Curriculum-and-Learning-Material-v2.0-PUBLISHED-EN.pdf
The English version of the Code RED Curriculum. Further information can be found at: http://codered-project.eu/public/?p=870

Code-RED-Curriculum-and-Learning-Material-v2.0-PUBLISHED-GR.pdf

http://www.adam-europe.eu/prj/10822/prd/6/2/Code-RED-Curriculum-and-Learning-Material-v2.0-PUBLISHED-GR.pdf
The Greek version of the Code RED Curriculum. Further information can be found at: http://codered-project.eu/public/?p=870&lang=el

Code-RED-Curriculum-and-Learning-Material-v2.0-PUBLISHED-IT.pdf

http://www.adam-europe.eu/prj/10822/prd/6/2/Code-RED-Curriculum-and-Learning-Material-v2.0-PUBLISHED-IT.pdf
The Italian version of the Code RED Curriculum. Further information can be found at: http://codered-project.eu/public/?p=870&lang=it

CodeRED-Getting-There-Game-Alternate-Questions-Set-EN.docx

http://www.adam-europe.eu/prj/10822/prd/6/2/CodeRED-Getting-There-Game-Alternate-Questions-Set-EN.docx
A set of alternative questions for the Getting There game (Annex to Curriculum, EN version)

CodeRED-Getting-There-Game-Alternate-Questions-Set-GR.DOCX

http://www.adam-europe.eu/prj/10822/prd/6/2/CodeRED-Getting-There-Game-Alternate-Questions-Set-GR.DOCX
Set of alternative questions for Getting There game (Annex to the Curriculum and learning material, EL version)

CodeRED-GettingThereGame-Alternate-Questions-Set-IT.docx

http://www.adam-europe.eu/prj/10822/prd/6/2/CodeRED-GettingThereGame-Alternate-Questions-Set-IT.docx
A set of alternative questions for the Getting There game (annex to curriculum, IT version)

Product 'Code RED iLearning Environment'

Title: Code RED iLearning Environment

Product Type: open and distance learning

Marketing Text: The Code RED i-Learning platform offers a space for teachers and educators to support their employability units through online interaction services and adapting it to include more informal learning and group problem solving, to suit the target group of young people. Overall, the platform aims at offering an interactive environment for teachers and students to collaborate in problem-based learning, project-based learning, etc.

Description: The Code RED i-Learning platform offers a space for teachers and educators to support their employability units through online interaction services, where necessary adopting the ECLASS framework of self-directed learning (Andragogical approach (M.Knowles)), and adapting it to include more informal learning and group problem solving, to suit the target group of young people. Overall, the platform aims at offering an interactive environment for teachers and students to collaborate in problem-based learning, project-based learning, etc. Moreover, the platform supports e-learning sessions, virtual interactions among students and teachers, as well as the creation of a web community to share knowledge, best practices, etc., interoperable with other i-Learning platforms and Web services. As a guest, the user is able to see the available courses and decide to register and enroll in any of them. Brief guidelines on how to use the platform as a teacher, are provided with the Trainers' Handbook, that is delivered as part of the Code RED educational material.

Target group: Young adults' VET trainees, their teachers from mainstream and private (VET) schools and centres, ICT developers and providers of ICT support, digital games' designers.

Result: http://codered-project.eu/iLearning

Area of application: Internet-based learning, in combination with a class-based curriculum.

Homepage: http://codered-project.eu/public/?p=878

Product Languages: English
Greek
Italian

product files

iLearning Environment

D08-Development of e-learning platform-v1.0.pdf

http://www.adam-europe.eu/prj/10822/prd/7/2/D08-Development%20of%20e-learning%20platform-v1.0.pdf
A guide on how to use the Code REd i-Learning environment to create your own courses based on the Code RED curriculum (EN version).

Product 'Code RED products' usability evaluation report'

Title:	Code RED products' usability evaluation report
Product Type:	evaluation methods
Marketing Text:	The evaluation of the usability of the Code RED technical outcomes. Results and comments by end-user groups in UK, Italy, Greece and Cyprus.
Description:	The usability evaluation focused on collecting feedback about the understandability, learnability, ease of use, operability and compliance to specifications, of the Code RED main outcomes. The exercise reveals some functionality issues as well, since this is highly related to its usability. It is noted that the usability evaluation comprised a small-scale involvement of key people from the targeted stakeholders' groups. Tests of larger scale are being conducted in the framework of the pilots in WP7, where the usability of the education material is evaluated within an educational context for the fulfilment of its objectives.
Target group:	Education councellors, education planners, education policy makers, teachers of young adults, ICT/game developers.
Result:	R09-Usability-Evaluation-Report-v2.0-GR.pdf R09-Usability-Evaluation-Report-v2.0-IT.pdf R09-Usability-Evaluation-Report-v2.0.pdf
Area of application:	Usability evaluation of educational material.
Homepage:	http://codered-project.eu/
Product Languages:	Italian English Greek

product files

Usability Evaluation Report

R09-Usability-Evaluation-Report-v2.0-GR.pdf

http://www.adam-europe.eu/prj/10822/prd/8/2/R09-Usability-Evaluation-Report-v2.0-GR.pdf
The Code RED products' Usability Evaluation Report (EL version)

R09-Usability-Evaluation-Report-v2.0-IT.pdf

http://www.adam-europe.eu/prj/10822/prd/8/2/R09-Usability-Evaluation-Report-v2.0-IT.pdf
The Code RED products' Usability Evaluation Report (IT version)

R09-Usability-Evaluation-Report-v2.0.pdf

http://www.adam-europe.eu/prj/10822/prd/8/2/R09-Usability-Evaluation-Report-v2.0.pdf
The Code RED products' Usability Evaluation Report (EN version)

Product '“Getting There” game'

Title: “Getting There” game

Product Type: material for open learning

Marketing Text: The player must steer the car avoiding the potholes, and collecting the repairs (tools icon). Each tool collected will trigger a multiple choice question. Answering the question correctly increases the score multiplier. Answering wrongly decreases the multiplier back to one. Crashing also results in a decrease in the multiplier. The aim is to reach the end with the highest score possible! The game is available in English, Italian and Greek.

Description: The player must steer the car avoiding the potholes, and collecting the repairs (tools icon). Each tool collected will trigger a multiple choice question. Answering the question correctly increases the score multiplier. Answering wrongly decreases the multiplier back to one. Crashing also results in a decrease in the multiplier. The aim is to reach the end with the highest score possible! The game is available in English, Italian and Greek.

The Getting There game focuses on Dealing with feelings (self-control, self-esteem, anger and stress management), Employment Rights and Responsibilities, and Getting and keeping a job. These correspond to elements from the following parts of the Code RED Curriculum:

Unit 1 – Personal Development
Unit 2 – Personal Hygiene
Unit 4 – Work Preparation and Sustainability
Unit 5 – Keeping your Job
Unit 6 – Starting Work
The Windows version comes with a question editor, allowing trainers to edit question sets – or create completely new quizzes to use within the game.

Type: Digital (educational) game with versions for Windows PC and Android devices.

License terms: It can be used and distributed freely in education activities. Please, contact the creators for additional clarifications on different uses.

Target group: Young adults and their teachers in mainstream of VET education, ICT/games developers, education planners, third-parties working on education.

Result: http://isrg.org.uk/codered-games/

Area of application: Education of young adults for soft employability skills and digital games' design.

Homepage: http://isrg.org.uk/codered-games/

Product Languages: Italian
Greek
English

Product '“Got the Skills” game'

Title: “Got the Skills” game

Product Type: material for open learning

Marketing Text: The “Got The Skills!” game is focused on developing an awareness of skills which are required for work. It intends to get the player to recognise different skills which they may have, and to understand which skills and traits will help them get and keep employment.

Description: The “Got The Skills!” game is focused on developing an awareness of skills which are required for work. It intends to get the player to recognise different skills which they may have, and to understand which skills and traits will help them get and keep employment.

The player learns about desirable skills and traits that they need for the workplace, and examples of how those traits might manifest themselves or be used in the workplace to their advantage. Elements of the following curriculum sections are addressed:

Unit 4 – Work preparation and sustainability
Unit 4.1- Looking for work: Getting to know your strengths and weaknesses
Unit 4.3 – Job interviews: The game provides scenarios that may be useful as examples of the use of particular skills that could be used in an interview scenario.
Unit 4.4 – Your rights and legislation: Some scenarios highlight rights of workers in the workplace
Unit 5 – Keeping your job – Scenarios highlight positive traits to demonstrate at work and gives examples of how to handle work situations well. Scenarios highlight aspects of appropriate language, behaviour, time keeping and commitment.
Unit 6 – Starting Work – Scenarios address working with others, responsibilities and managing your workload.
Type: Digital (educational) game for Windows PC and Android devices.

License terms: It can be used and distributed freely in education activities. Please, contact the creators for additional clarifications on different uses.

Target group: Young adults and their teachers in mainstream of VET education, ICT/games developers, education planners, third-parties working on education.

Result: http://isrg.org.uk/codered-games/

Area of application: Education of young adults in soft employability skills, as well as digital games' design.

Homepage: http://codered-project.eu/public/?p=864

Product Languages: Italian
Greek
English

Product '(Location-based) ARIS games: “Dora’s Box” and “Eve’s World”'

Title:	(Location-based) ARIS games: “Dora’s Box” and “Eve’s World”
Product Type:	material for open learning
Marketing Text:	Two location-based (street) games that offer lots of fun and an engaging educational experience!
Description:	The Code RED project created two location-based games using the ARIS platform. The games are the following: i. “Dora’s Box”: The player moves through the map and tries to collect concepts from appearing boxes in different locations. He/she needs to make a decision of which concepts to keep (as good) and which ones to throw away (as bad). The objective is to collect all the good boxes and then discuss about them! ii. Eve’s World: The player participates in a story where he needs to make some critical decisions in designing a game, in order to save Eve from her prison! Type: Digital (educational) game for iOS mobile devices running the ARIS app. License terms: It can be used freely through the ARIS platform, following the instructions below.
Target group:	Young adults and their teachers in mainstream of VET education, ICT/games developers, education planners, third-parties working on education.
Result:	
Area of application:	Education of young adults for soft employability skills, as well as digital games' design.
Homepage:	http://codered-project.eu/public/?p=866
Product Languages:	Italian Greek English

Product 'Presentation of location-based games'

Title:	Presentation of location-based games
Product Type:	teaching material
Marketing Text:	An exciting presentation with voice, explaining what location-based games are and how they can be developed and used.
Description:	An informative presentation about the location-based games, offering insight on what, why, how to build such games.
Target group:	Young adults and their teachers, as well as education planners and ICT/game developers.
Result:	
Area of application:	Understand location-based games.
Homepage:	https://movenote-video.s3.amazonaws.com/d/f/7/d/df7d0ffe-29a7-4b86-9296-b552be6213d9.mp4?response-content-type=video%2Fmp4&AWSAccessKeyId=AKIAJX6GG6VU6R5FUT6Q&Expires=1446478817&Signature=SKfsdkwOspLPEAjI4b%2FufuAd3%2Fo%3D
Product Languages:	English

Product 'Presentation about Code RED Curriculum and learning material'

Title:	Presentation about Code RED Curriculum and learning material
Product Type:	teaching material
Marketing Text:	
Description:	
Target group:	Teachers of young adults in mainstream and VET education, as well as education planners and councellors.
Result:	
Area of application:	Understanding what the Code RED curriculum offers.
Homepage:	http://www.slideshare.net/eurocy/code-red-53722519
Product Languages:	Greek

Product 'Project Videos'

Title:	Project Videos
Product Type:	Film
Marketing Text:	The project video aims to inform stakeholders about the project and describe the outcomes and findings.
Description:	5 Videos were produced, a full video and 4 individual snippets. The full video is available on YouTube at https://youtu.be/UCZwZQnJzMk as well as sectional videos which were used as more bite-size social media friendly snippets: CODERED - About the Project - https://youtu.be/m3tOAUoxkqI CODERED - The Process of the Workshops - https://youtu.be/KiqADPZttt8 CODERED - The Partnership - https://youtu.be/9bibHRV8QLc CODERED - Where Next - https://youtu.be/smRt9ALfoqQ
Target group:	Stakeholders
Result:	5 Video files
Area of application:	Dissemination
Homepage:	https://www.youtube.com/playlist?list=PLbuAsxgMq4zRAP8CfM4TVGkdZ8t9Q1rZo
Product Languages:	Greek Italian English

Events

Interactive Technologies and Games (ITAG) Conference 2015 - Health, Disability and Education

Date	22.10.2015
Description	The Interactive Technologies And Games Conference (ITAG) is now in its eighth consecutive year and will be held on Thursday 22 – Friday 23 October 2015. Held annually at Nottingham Trent University in partnership with GameCity it aims to showcase and disseminate research outcomes and usable, accessible and effective open source, freely available games and interactive resources for educational and clinical applications. The Code RED project was also disseminated at ITAG 2015 by the NTU team.
Target audience	The aim of the conference has always been to bring together academics, developers, beneficiaries and practitioners and the 2015 event will be introducing a community partner afternoon, where local practitioners will be invited to demonstrate the impact of academic research on areas such as stroke rehabilitation, special education, mental health, clinicians, physical rehabilitation and accessibility.
Public	Event is open to the public
Contact Information	itag@ntu.ac.uk
Time and place	Dates: Thursday 22 October 2015 - Friday 23 October 2015 Location: The Council House, NG1 2DT

Events

Athens Final Stakeholders Event

Date	03.10.2015
Description	Stakeholders were able to hear from Maria Saridaki and Iro Voulgari (PhD in educational technology) information on serious games, game design and the rationale behind Code RED project. Participants were able to see and test Code RED products. The event was designed as a fast paced workshop and participants had the opportunity to use a part of the curriculum in a quick game jam in order to design prototypes of serious games, according to the Code RED methodology. Participants expressed positive comments regarding our work, methodology and products and in their majority said that they were more than eager to try it out. In some cases we were invited in the following months to do presentations in their schools and educational organisations. Participants answered stakeholders' questionnaires and in the following weeks we had phone-calls and emails by some of the participants for follow ups.
Target audience	Participants were mainly educators (primary and secondary), school adiministrators and educational policy makers. There were also, special education teachers, IT teachers and art teachers present.
Public	Event is open to the public
Contact Information	http://codered-project.eu/public/?page_id=87
Time and place	03 October 2015. The event was part of the Art in Education Conference, invited by The Institute of Educational Policy at Onassis Cultural Centre.

IT Final Code RED Event

Date	30.09.2015
Description	Scope: Demonstration of the Code RED results and outputs: 4 educational games (Location-based games for iOS mobile devices, Games for desktops and Android mobile devices), a complete written Curriculum focusing on employability skills, the Code RED games co-design methodology, the Code RED i-Learning environment (details about the products that had been demonstrated are accessible at http://codered-project.eu/public/?page_id=116).
Target audience	The event was mainly devoted to: i) Secondary School teachers and iVET trainers and especially the ones working with young adults towards the reduction of early school leaving, ii) students and young adults interested to explore other means of acquiring employability skills, iii) other interested people and organisations, e.g., decision making bodies related to education, social partners (Employers and Trade Unions representatives), job centres operators, social operators, etc. Any special knowledge was required for the participation at the event.
Public	Event is open to the public
Contact Information	http://codered-project.eu/public/?page_id=87
Time and place	Date/Time: 30 September 2015, 14:15 – 18:00 Location: Liceo Scientifico Giacomo Ulivi, Viale Maria Luigia, 3, Parma, Italy

Events

CY Final Code RED Event

Date	19.09.2015
Description	Scope: During the project's lifetime, a lot of work has been carried out together with young people, for the production of digital games, a complete written curriculum focusing on employability skills, tools and methodologies for their empowerment and their attraction to education. At the event, the following products of the project had been demonstrated: Educational games, (Location-based games for iOS mobile devices, Games for desktops and Android mobile devices), Curriculum, The Code RED games co-design methodology, The Code RED i-Learning environment.
Target audience	The event targetted: i) teachers of all levels and types of education and especially the ones working with young adults towards the reduction of early school leaving, ii) students and young adults interested to explore other means of acquiring employability skills, iii) other interested people and organisations, e.g., decision making bodies related to education, social partners, etc. No special knowledge was required for the participation at the event.
Public	Event is open to the public
Contact Information	http://codered-project.eu/public/?page_id=87
Time and place	Date/Time: 19 September 2015, 09:00 – 14:00 Location: Latsia Municipality, 57 Avenue Giannou Kranidioti, Latsia, Cyprus

Events

Code RED Stakeholders and Products' Launch Event

Date	01.07.2015
Description	[http://codered-project.eu/public/?p=739] Greenhat Interactive and the Code RED partners have held a free Stakeholder event on Wednesday 1st July at the Christian Renewal Centre, Lode Lane, Solihull B91 2JR, Birmingham – 10 – 12, followed by free lunch and networking. Work has been done with young people to develop games, a curriculum, tools and methods to empower and engage them in education. At the event, the project outcomes and products have been demonstrated: • Games o Smartphone 'location based' street games o Skills awareness games • Curriculum – developed by our co-design workshops with young people. • The Code RED game making co-design methodology The products and curriculum are freely accessible and available to download and use. The event has been attended by young people who are or at risk of becoming NEET (Not in Education, Employment or Training), as well as individuals and organisations living or working with them! It was a great pleasure meeting the participants and finding out together how these games and resources can help bring about engagement in learning with an employment focus. Beyond physical presence, a big part of the event was broadcasted live (and now can be watched) through the channel: https://www.youtube.com/watch?v=h2ZbZHHFG1w Program of the event and published presentations: 10:00 – Registration and Coffee 10:10 – Introduction of the project and partners – Professor David Brown (Nottingham Trent University) 10:20 – Introduction to the location-based games – Maria Saridaki (Univeristy of Athens) (Download slides in pdf) 10:25 – Interactive Session – Games Demonstration (Nottingham Trent University, University of Athens) There will be 4 tables with young people demonstrating each game. You will have 15 minutes to try each game. 11:45 – Code RED Curriculum and i-Learning platform – George Millis (EuroCy Innovations Ltd) (Download slides in pdf) 12:00 Lunch and Networking 13:00 – Event Closes
Target audience	A number of key people were invited from the Code RED target groups of stakeholders, ranging from teachers and trainers in iVET and mainstream schools, children and young adults, education councillors, career service agents, and decision makers, etc., and a wide range of them attended from key agencies and schools within the area. The event was also attended by representatives from the Ministry of Education and Culture of Cyprus, as well as by teachers from Italy. In total, the event counted 26 participants.
Public	Event is open to the public
Contact Information	http://codered-project.eu/public/?page_id=87
Time and place	Date: 1st July 2015 Location: Christian Renewal Centre, Lode Lane, Solihull B91 2JR, Birmingham

Events

IT LO-FI Game presentation

Date	04.06.2015
Description	Scope: provide the whole Parma community with the news of Code RED lo-fi game The lonely ghost, as an example of effective re-engaging tool for students at risk of disengagement. A whole presentation was given by local Administrators, Code RED researchers and, especially, directly by children involved in the workshops, who were also interviewed by local TV and radio stations.
Target audience	general public, local and regional press and other media, Schools and I-VET Centres. Participants: Teachers, Trainers, Representatives of Employers, Trade Unions, Emilia- Romagna Region Education representatives, Child protection Regional Agency, Schools and iVET Centres, … , plus all media (newspapers, radio, TV, online papers).
Public	Event is open to the public
Contact Information	http://codered-project.eu/public/?page_id=87
Time and place	Date/Time: 4th June 2014 Location: Provincia di Parma main building, Parma, Italy.

CY Focus Group and Stakeholders Workshop

Date	31.03.2015
Description	Scope: Present the current version of Code RED products, evaluate their usability together with key stakeholders that participate also in our advisory group and discuss the measures to be taken for the applicability and exploitability of products.
Target audience	Local Code RED stakeholders (teachers, students, decision makers, third-parties)
Public	Event is open to the public
Contact Information	http://codered-project.eu/public/?page_id=87
Time and place	Date/Time: February-March 2015 Location: Nicosia, Cyprus

Events

IT Focus Group and Stakeholders Workshops

Date	31.12.2014
Description	Scope: Give initial and updated presentations throughout the time of Code RED project and its aims and intermediate results; collect declaration of interest regarding project aims and the developed tools and instruments; provide schools and iVET centres with innovative methodological approaches to cope with education disengagement. Devoted presentations were given at each meeting, to encourage discussion and help participants in providing useful suggestions to researchers at each project step (e.g. how to organize workshops at best; how to collect students opinions; how to create useful tools for teachers and trainers; …). The main discussion was on each School / iVET Centre participation into the project, at first, and at which extent they could beneficiate by Code RED results, then. The two main Code RED characteristics - cooperative learning and game co-design methodology, in a blended mix of ICT/digital skills and relational skills, demonstrated soon their effectiveness in gaining the students re-engagement. Most difficult was (and remains) include the methodology as a mainstream tool into the regular curriculum or at most in the extra activities devoted to students with particular educational needs. Soon appeared that the teachers training in using new methodological tools was necessary to overcome their lack of ICT and digital skills and to enlarge their teaching experience.
Target audience	Teachers and Trainers, Students, Education policy makers, general public, press and other media
Public	Event is open to the public
Contact Information	http://codered-project.eu/public/?page_id=87
Time and place	From December 2013 until December 2014. The main meetings were the following: - 24th October 2013: IT Dissemination Event (Kick off Press conference hold by Provincia di Parma). A copy of GAZZETTA DI PARMA – the local newspaper. - 14th November, 2nd December 2013 and 16th December: Code RED meetings with local stakeholders - 26th February 2014 and 17th December 2014: Code RED presentations at Anti-dropout Committee, hold by Provincia di Parma

Events

Interactive Technologies and Games (ITAG) Conference 2014-Health, Disability and Education

Date	16.10.2014
Description	The ITAG Conference 2014 brings together academics and practitioners working with interactive technologies to explore and innovate within the areas of Education, Health and Disability. The Code RED project participated with an exhibition booth, presentations and networking.
Target audience	Encouraged attendance by not only academics, but also teachers, trainers, clinicians, members of the public, games and education companies and students with an interest in the conference topics.
Public	Event is open to the public
Contact Information	itag@ntu.ac.uk
Time and place	Dates: Thursday 16 October 2014 - Friday 17 October 2014 Location: The Council House, NG1 2DT