Projects and Products Portal for Leonardo da Vinci

M.E.E.T. - Gestion d'E-learning Expérience pour former les étudiants de l'école secondaire

2010-1-IT1-LEO05-01079

http://www.adam-europe.eu/adam/project/view.htm?prj=7413

Information sur le projet

Titre: M.E.E.T. - Gestion d'E-learning Expérience pour former les étudiants de l'école secondaire

Code Projet: 2010-1-IT1-LEO05-01079

Année: 2010

Type de Projet: Projets de transfert d'innovation

Statut: Clôturé

Pays: IT-Italie

Accroche marketing: Le projet a transféré le Business Game du pays du promoteur, l'Italie, à ceux des autres partenaires (transfer géographique) et de l'enseignement supérieur à l'enseignament secondaire (niveau EQF 4 - 5 - transfer de segmemt). De plus, il a encouragé l'utilisation du BG dans le LLP et la création de solutions pédagogiques basées sur les ICT. Le projet a transféré et adapté le BG - déjà utilisé en Italie pour le niveau 6-7 EQF - au niveau 4-5 EQF en Italie, Portugal, France et Pays-Bas. La Pologne, la Roumanie et l'Estonie ont été également impliquées dans l'éxperimentation du BG; cette éxperimentation a ète effectuée dans la version anglaise. À long terme, le partenariat souhaite étendre le produit vers les pays d'Europe orientale.

Résumé: La mondialisation des marchés et des processus de travail ainsi que la crise financière, entraînant la perte de nombreux emplois, mettent en évidence la nécessité de rechercher et de proposer des instruments nouveaux de formation. Le projet MEET répond à trois besoins: à la typologie des produits; aux réformes de l'éducation et de la formation des entrepreneurs dans les pays partenaires; aux critères de qualité. Le partenariat a mis en œuvre et transféré le BG du pays promoteur à ceux des partenaires et de l'enseignement supérieur au secondaire. (niveau EQF 4 - 5). De plus, il a encouragé le développement du BG dans le LLP et la création de solutions pédagogiques basées sur les TIC. Le projet a porté sur les 3 objectifs suivants: 1) instrument novateur et attrayant: BG est une simulation et un jeu de rôle spécialement conçu pour les jeunes, il peut être utilisé par les écoles pour aider les étudiants à faire face à un environnement de travail réel. 2) le modèle doit être conforme aux dispositifs européens; 3) l'analyse et l'évaluation de la proposition en vue d'assurer la qualité. Le consortium était composé de 14 partenaires qui représentaient un échantillon remarquable des organisations fortement motivées et qui collaboraient déjà dans le contexte européen. Ainsi, ils ont pu fournir une contribution importante à la réalisation des résultats du projet. Plusieurs partenaires avaient une vaste expérience dans des projets Leonardo da Vinci. Ils ont également établi des relations étroites avec d'autres organismes locaux et des décideurs politiques. Les compétences, l'expérience et les ressources humaines impliquées ont permis d'assurer la qualité dans la réalisation des objectifs du projet et la réalisation des activités prévues. L'impact: les groupes cibles ont été les étudiants et les opérateurs qui ont été directement impliqués dans la traduction et l'adaptation du produit.

Description: The project aimed at implementing one innovative training tool (Business Game) and transferring it both from the applicant's country (Italy) to the other ones and from the higher education to the VET (EQF level 4-5).
The first stage has focused on the didactic adaptation of the Business Game. The consortium has analysed both teachers and students' requirements in order to adapt the BG to the new context. Thus BG transfer to the VET context has entailed several variables that the consortium has taken into account. The partners have also agreed on the didactic criteria that a multimedia product addressed to high schools should have. Since current new learning pathways in VET are described according to the EQF format, each partner involved in the testing have provided a description of the job profile and the unit to be tested in terms of learning outcomes and KSC. This could represent an useful tool in case a student wants to carry out a training period abroad.
The second stage has dealt with the software adaptation and translation. The technological partner has adapted the software taking into account the decisions and indications agreed during the first phase. The concrete tool has been first elaborated

Information sur le projet

in English in order to be used in a successive phase by the Eastern Europe countries. Afterwards the learning contents, the manuals addressed to teachers and students, were translated into French, Dutch and Portuguese in order to elaborate the three versions of the Business Game. A video has been also elaborated in order to describe how to manage the game platform and the tournament.
The next step has dealt with the testing. It was carried out by some partners and it was based on two steps: the first has involved a little group of trainers and students chosen by the partners; the second has addressed to a larger number of target users by organizing a local event in each partner country. The testing has enabled to collect information, remarks and feedbacks in order to elaborate the final versions of the BG.Partners have also provided the description of the unit to be tested according to the EQF format and thus in terms of learning outcomes and KSC.
After the testing the aim was to extend the BG use (English version) to all the Eastern Europe countries involved in the project. Each partner has set up a pilot group and tested the BG. The pilot phase has enabled to identity strengths and weaknesses of the real implementation and highlighted the differences between the academic context and the VET.
Throughout the project life a continuous dissemination action was performed by the whole consortium. The exploitation actions has started in June 2011.
An internal monitoring and evaluation has been performed in order to detect and solve possible problems, assess the progress of the activities and eventually adjust them.

Thèmes: *** Formation initiale
** Utilisation et diffusion de résultats
** Marché du travail
** Qualité
** TIC
** Formation tout au long de la vie
** Validation, transparence, certification

Sectors: *** Enseignement
** Activités de Services Administratifs et de Soutien
** Information et Communication

Types de Produit: Matériel d'apprentissage
Autres
Site Internet
Transparence et certification
Méthodes d'évaluation
CD-ROM

Information sur le produit: The consortium has elaborated the main following products according to the project proposal:
- Website and platform
- Methodology relating to EQF to apply during the BG adaptation phase
- Chapter 1 – Supporting the Learning Process of users at levels 4-5 of the EQF: the needs
- Articles written by two experts
- Chapter 2 – The EQF standard and the pedagogical expectations applied to BG
- Chapter 3 – The features of a multimedia learning product or tool
- BG Italian and English versions with Annexes
- BG French, Dutch and Portuguese versions with Annexes
- BG utilization video
- Chapter 4 – Support to the testing

In the second year the consortium has elaborated the following products:
- BG final versions (French, Dutch and Portoguese)
- Chapter 5 – Utilization guide
- Chapter 6 – Observation of the testing activities
- Chapter 7: Examples of the testing units described in terms of Learning Outcomes
- Chapter 8: Results about the pilot phase
- Leaflets in all partners' languages
- Booklet in all partners' languages

Information sur le projet

- Exploitation brochure
- Final Meetings materials
- Final project publication
- Monitoring & Evaluation report

Page Web du projet: www.meet-project.thebusinessgame.it

Contractant du projet

Nom:	I.I.S. L. Luzzatti
Ville:	Venezia-Mestre
Pays/Région:	Veneto
Pays:	IT-Italie
Type d'organisation:	Institution publique
Site Internet:	http://www.iisluzzatti.it/

Personne de contact

Nom:	Roberta Busetto
Adresse:	Via Perlan 17
Ville:	Venezia-Mestre
Pays:	IT-Italie
Téléphone:	+39 041 5441546
Fax:	+39 041 5441544
E-mail:	dsga@iisluzzatti.it
Site internet:	http://www.iisluzzatti.it/

Coordinateur

Nom:	I.I.S. L. Luzzatti
Ville:	Venezia-Mestre
Pays/Région:	Veneto
Pays:	IT-Italie
Type d'organisation:	Institution publique
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Téléphone:	+39 041 5441546
Fax:	+39 041 5441544
E-mail:	dsga@iisluzzatti.it
Site internet:	http://www.iisluzzatti.it/

Partenaire

Partner 1

Nom:	CeCentro de Formacao Profissional para o Comercio e Afins
Ville:	Lisboa
Pays/Région:	Lisboa
Pays:	PT-Portugal
Type d'organisation:	Autres
Site Internet:	http://www.cecoa.pt

Partner 2

Nom:	ECONOMIC COLLEGE "MARIA TEIULEANU" PITESTI
Ville:	PITESTI
Pays/Région:	Sud
Pays:	RO-Roumanie
Type d'organisation:	Formation initiale
Site Internet:	

Partner 3

Nom:	GOSPODARSKA ZBORNICA SLOVENIJE CENTER ZA POSLOVNO USPOSALJANJE
Ville:	Ljubljana
Pays/Région:	Slovenija
Pays:	SL-Slovénie
Type d'organisation:	Institution de formation continue
Site Internet:	http://www.cpu.si

Partner 4

Nom:	KCH International
Ville:	Ede
Pays/Région:	Gelderland
Pays:	NL-Pays-Bas
Type d'organisation:	Autres
Site Internet:	http://www.kchinternational.nl

Partenaire

Partner 5

Nom:	Stg. ROC West-Brabant
Ville:	Etten Leur
Pays/Région:	Noord Brabant
Pays:	NL-Pays-Bas
Type d'organisation:	Autres
Site Internet:	http://www.rocwb.nlwww.letsgoabroad.nl

Partner 6

Nom:	Zaklad Doskonalenia Zawodowego W Kielcach
Ville:	Kielce
Pays/Région:	Swietokrzyskie
Pays:	PL-Pologne
Type d'organisation:	Autres
Site Internet:	http://www.zdz.kielce.pl

Partner 7

Nom:	Associacao para a Promocao do Multimedia e da Sociedade Digital
Ville:	Lisboa
Pays/Région:	Lisboa
Pays:	PT-Portugal
Type d'organisation:	Autres
Site Internet:	http://www.apmp.pt

Partner 8

Nom:	Centre Régional pour le développment local, la formation et l'insertion des Jeunes
Ville:	Paris
Pays/Région:	Ile De France
Pays:	FR-France
Type d'organisation:	Autres
Site Internet:	http://www.credij.fr

Partenaire

Partner 9

Nom:	IPSSAR P. BORSELLINO
Ville:	Palermo
Pays/Région:	Sicilia
Pays:	IT-Italie
Type d'organisation:	Formation initiale
Site Internet:	http://www.ipssarborsellino.it

Partner 10

Nom:	CONSORZIO EDUFORM
Ville:	Palermo
Pays/Région:	Sicilia
Pays:	IT-Italie
Type d'organisation:	Autres
Site Internet:	http://www.consorzio-eduform.it

Partner 11

Nom:	The Business Game Srl
Ville:	Udine
Pays/Région:	Friuli-Venezia Giulia
Pays:	IT-Italie
Type d'organisation:	Entreprise de petite et de moyenne taille (jusqu'à 250 employés)
Site Internet:	http://www.thebusinessgame.it

Partner 12

Nom:	Ufficio Scolastico Regionale per il Veneto
Ville:	VENEZIA
Pays/Région:	Veneto
Pays:	IT-Italie
Type d'organisation:	Institution publique
Site Internet:	http://www.istruzioneveneto.it

Partenaire

Partner 13

Nom:	Laane-Viru College
Ville:	Pajusti sjk.
Pays/Région:	Eesti
Pays:	EE-Estonie
Type d'organisation:	Université/école supérieure spécialisée/academie
Site Internet:	http://www.lvrkk.ee

Partner 14

Nom:	Centre régional de documentation pédagogique Bourgogne - Réseau CERTA
Ville:	Dijon Cedex
Pays/Région:	Bourgogne
Pays:	FR-France
Type d'organisation:	Institution publique
Site Internet:	http://www.reseaucerta.org

Données du projet

01_MEET_brochure_general_A4_EN.pdf

http://www.adam-europe.eu/prj/7413/prj/01_MEET_brochure_general_A4_EN.pdf

General brochure in English

01_MEET_brochure_general_A4_IT.pdf

http://www.adam-europe.eu/prj/7413/prj/01_MEET_brochure_general_A4_IT.pdf

General brochure in Italian

02_MEET_brochure_students_A4_EN.pdf

http://www.adam-europe.eu/prj/7413/prj/02_MEET_brochure_students_A4_EN.pdf

Student brochure in English

02_MEET_brochure_students_A4_IT.pdf

http://www.adam-europe.eu/prj/7413/prj/02_MEET_brochure_students_A4_IT.pdf

Student brochure in Italian

03_MEET_brochure_teachers_A4_EN.pdf

http://www.adam-europe.eu/prj/7413/prj/03_MEET_brochure_teachers_A4_EN.pdf

Teacher brochure in English

03_MEET_brochure_teachers_A4_IT.pdf

http://www.adam-europe.eu/prj/7413/prj/03_MEET_brochure_teachers_A4_IT.pdf

Teacher brochure in Italian

DISSEMINATION ACTIVITIES REPORTING TEMPLATE.doc

http://www.adam-europe.eu/prj/7413/prj/DISSEMINATION%20ACTIVITIES%20REPORTING%20TEMPLATE.doc

Dissemination activities reporting template

evaluation_forms_meetings.doc

http://www.adam-europe.eu/prj/7413/prj/evaluation_forms_meetings.doc

Meeting evaluation form

Evaluationform_WP1.doc

http://www.adam-europe.eu/prj/7413/prj/Evaluationform_WP1.doc

WP Evaluation form: Example WP1

MEET_administrative_and_financial_aspects.ppt

http://www.adam-europe.eu/prj/7413/prj/MEET_administrative_and_financial_aspects.ppt

Financial and administrative guidelines_presentation

MEET-GANTT.pdf

http://www.adam-europe.eu/prj/7413/prj/MEET-GANTT.pdf

Project Gantt

Données du projet

MEET_LOGO.png

http://www.adam-europe.eu/prj/7413/prj/MEET_LOGO.png

Project logo

MEET_Monitoring_and_Quality_Assurance_Plan.pdf

http://www.adam-europe.eu/prj/7413/prj/MEET_Monitoring_and_Quality_Assurance_Plan.pdf

Monitoring and Quality assurance plan

MEET_Organisation_chart.pdf

http://www.adam-europe.eu/prj/7413/prj/MEET_Organisation_chart.pdf

Organization Chart

Online_platform_guide.pdf

http://www.adam-europe.eu/prj/7413/prj/Online_platform_guide.pdf

Guidelines to use project platform

template_for_presentation (1).ppt

http://www.adam-europe.eu/prj/7413/prj/template_for_presentation%20%281%29.ppt

Template for power point presentation

Template_for_word_documents (1).doc

http://www.adam-europe.eu/prj/7413/prj/Template_for_word_documents%20%281%29.doc

template for word documents

Produits

1 Project website and platform

2 User's BG guide - Teacher and student handbooks

3 Final versions of MEET BG software in different partners' languages

4 Leaflets

5 Booklet

6 Exploitation brochure

7 Final publication "Business Game based learning in management education"

Produit 'Project website and platform'

Titre:	Project website and platform
Type de Produit:	Site Internet
Texte marketing:	Project website as dissemination tool to spread information to target groups; the reserved-area was used as platform to exchange information within the partnership and upload products and materials.
Description:	The website www.meet-project.thebusinessgame.it is divided into two section. A private one targeted to share and exchange information and documents between partners. A public area served as a dissemination tool; in fact the public section of the website with information and news about the project is accessible to all.
Cible:	Partners, target groups, stakeholders, policy-makers, wide audience
Résultat:	Project website in English.
Domaine d'application:	To spread project information and products to target groups, stakeholders and a wide audience. The platform contains products elaborated, information on project results, news on events. The platform is divided in several sections dealing with spcific topics.
Adresse du site Internet:	www.meet-project.thebusinessgame.it
Langues de produit:	anglais

Produit 'User's BG guide - Teacher and student handbooks'

Titre: User's BG guide - Teacher and student handbooks

Type de Produit: Matériel d'apprentissage

Texte marketing: Teacher and student manuals supporting the users in the game management. They are available in Italian, English, French, Dutch and Portuguese.

Description: This handbook aims to provide Teachers with all the information needed to present the Business Game to students and manage the games within the class.
It is divided into 3 parts:
the first part (Chapter 1) describes, step by step, all the activities to be performed in order to use the Business Game with students before, during and after the tournament;
the second part (Chapter 2) describes the entire platform;
the third part (Chapter 3 and Chapter 4) gives a detailed analysis of the economic model which is the basis of the game. There is no description of the entire model or a description of all the formulas in the game, but Teacher is given a description of the impact that each decision has on the model. The student's handbook presents the Business Game and the different tournament phase by using a user-friendly language.

Cible: school principals, trainers and teachers, tutors, career guidance counselors, learners

Résultat: User's guide - Manuals for teachers and students

Domaine d'application: User's guides for teachers and students are tools helping in achieving quality work based learning. Usually the approach towards the work based learning is quite experiential (trying several times. The handbooks help in some way the student to play an active role and the teacher to design the learning pathway according to apecific quality criteria. It is important for the teacher since it enables to know in detail the benefits and potentialities of the BG with a view to the teaching methodologies. The handbook is also targeted to facilitate the assessment of the learner and set quality based procedures taking into account the learner's satisfaction and the control and continuous improvement of processes and products.

Adresse du site Internet:

Langues de produit: italien
portugais
néerlandais
français
anglais

product files

Student_handbooks

Student_Handbook_BG-MEET_EN.pdf

http://www.adam-europe.eu/prj/7413/prd/8/2/Student_Handbook_BG-MEET_EN.pdf
Student_handbook_EN

Student_Handbook_BG-MEET_FR.pdf

http://www.adam-europe.eu/prj/7413/prd/8/2/Student_Handbook_BG-MEET_FR.pdf
Student_Handbook_FR

Student_Handbook_BG-MEET_IT.pdf

http://www.adam-europe.eu/prj/7413/prd/8/2/Student_Handbook_BG-MEET_IT.pdf
Student_handbook_IT

product files

Student_Handbook_BG-MEET_NL.pdf

http://www.adam-europe.eu/prj/7413/prd/8/2/Student_Handbook_BG-MEET_NL.pdf
Student_Handbook_NL

Student_Handbook_BG-MEET_PT.pdf

http://www.adam-europe.eu/prj/7413/prd/8/2/Student_Handbook_BG-MEET_PT.pdf
Student_Handbook_PT

Teacher_handbooks

Teachers_Handbook_EN.pdf

http://www.adam-europe.eu/prj/7413/prd/8/3/Teachers_Handbook_EN.pdf
Teacher_handbook_EN

Teachers_Handbook_FR.pdf

http://www.adam-europe.eu/prj/7413/prd/8/3/Teachers_Handbook_FR.pdf
Teacher_handbook_FR

Teachers_Handbook_IT.pdf

http://www.adam-europe.eu/prj/7413/prd/8/3/Teachers_Handbook_IT.pdf
Teacher_handbook_IT

Teachers_Handbook_NL.pdf

http://www.adam-europe.eu/prj/7413/prd/8/3/Teachers_Handbook_NL.pdf
Teacher_handbook_NL

Teachers_Handbook_PT.pdf

http://www.adam-europe.eu/prj/7413/prd/8/3/Teachers_Handbook_PT.pdf
Teacher_handbook_PT

Produit 'Final versions of MEET BG software in different partners' languages'

Titre: Final versions of MEET BG software in different partners' languages

Type de Produit: Autres

Texte marketing: Final version of the software MEET Business Game in Italian, English, French, Dutch and Portuguese. The product is available online subject to the registration to the link http://meet.thebusinessgame.it

Description: MEET BG belongs to the category of Business games, a specific typology of serious game, that combines business simulations and games to support management and entrepreneurial training. So business games are all the simulations used to support managerial learning through an experience that involves competition and rules in the socio-economic environment.The business games may differ in the number of players, products, markets and levers of intervention (decisions), in the specificity of the organizational framework used, which can be functional or cross-functional, in the number of functional areas to manage or in the role, active or passive, played in the simulation model and in the frequency of decisions. One or more users, or teams of users, take part in the game assuming the role of managers of a virtual company and should manage different business areas, or in the case of a single functional model, their business area. After the creation of virtual companies (represented by individuals or teams), the playing process of a business game includes the following fundamental steps:
• Analysis of market information (about the competitive environ-ment and market);
• Taking game decisions within a predetermined time period;
• Display and analysis of results.
This process is cyclical: after analysing the results, the participants take decisions for the next period; the business game triggers a new round of decisions-results and so on until the end of the game. For MEET project the partnership agreed to use mobile phones as market product.

Cible: Two main target groups: learners and teachers. The BG was adapted in MEET project to be used in secondary education (EQF levels 4 - 5). A business game provides students with the opportunity to develop decision-making skills and improve confidence in situations of risk and uncertainty through the simulation of management practices across the enterprise in ever more complex real-life contexts. In short, the business game draws its strength from the union of theoretical and practical busi-ness aspects relating to strategic and operative management and from the combination of playful and serious training elements. Regarding teachers the MEET BG promotes the innovation in the teaching methodology by introducing learning by doing and the use of CLIL.

Résultat: Final version of the MEET BG software in different languages.

Domaine d'application: The MEET BG promotes and improve the attractiveness of Work Based Learning and in particular it represents an innovative work place simulation method to be used in school-based VET systems. Generally, in traditional teaching methods, the teacher transfers knowledge to the learner who is routinely exposed to long lectures. By contrast, the business game is a pedagogical and didactic model based on experience: the learner is not passive but active, and he/she collaborates with the teacher and other learners. As mentioned before, the use of the business game aims at teaching or, better, at training in management techniques and skills. The notions used to design the model of a business game are mostly technical and related to economic and management areas. This means that the player learns con-cepts which are also in manuals and explained through traditional lessons (ex-cathedra). The business game, however, compared to other approaches, proposes a teaching model based on learning by acting and doing (active learning) as it places the student at the centre of the educational process and he/she must face decisional problems directly rather than studying them from a book. Unlike traditional training, permeated by deterministic or probabilistic models, MEET BG prepares students to face and overcome the ambiguities and uncertainties of the real working environment. Indeed it considered the unexpected. Furthermore MEET BG promotes

Produit 'Final versions of MEET BG software in different partners' languages'

Domaine d'application: the curriculum development in line with reforms of education and training systems recommended by the EU.In fact, one of the ideas behind the MEET project and the testing activi-ties performed is the central idea of testing the usability of the BUSINESS GAME in a learning outcomes approach.
This chapter therefore, is dedicated to reporting the results of the BUSI-NESS GAME testing in terms of the identification of the advantages and benefits of expressing units in Learning Outcomes and in terms of the identification of examples of units expressed in learning outcomes that can be achieved through the BG. Indeed through the adaptation, the MEET BG was designed to promote the competency based training as well as the assessment of the units of LOs and the allocation oof ECVET points.

Adresse du site Internet: http://meet.thebusinessgame.it

Langues de produit: néerlandais
anglais
français
italien
portugais

product files

Student_Handbook_BG-MEET_EN.pdf

http://www.adam-europe.eu/prj/7413/prd/12/1/Student_Handbook_BG-MEET_EN.pdf
Student_handbook_EN

Student_Handbook_BG-MEET_FR.pdf

http://www.adam-europe.eu/prj/7413/prd/12/1/Student_Handbook_BG-MEET_FR.pdf
Student_handbook_FR

Produit 'Leaflets'

Titre:	Leaflets
Type de Produit:	Autres
Texte marketing:	Leaflets in all partners languages and addressed to students, teachers and policy makers.
Description:	Dissemination materials to promote project results. Three typologies were elaborated according to the target groups: learner, teacher, policy maker. The language is clear and simple.
Cible:	Learners, Teacher/trainers, Policy makers, STK
Résultat:	The leaflets were translated in all partners' languages.
Domaine d'application:	The leaflets are targeted to spread project information during main dissemination events organised by the consortium.
Adresse du site Internet:	
Langues de produit:	néerlandais estonien anglais français italien polonais portugais roumain slovène

product files

01_MEET_brochure_general_A4_EN.pdf
http://www.adam-europe.eu/prj/7413/prd/17/1/01_MEET_brochure_general_A4_EN.pdf

01_MEET_brochure_general_A4_EST.pdf
http://www.adam-europe.eu/prj/7413/prd/17/1/01_MEET_brochure_general_A4_EST.pdf

01_MEET_brochure_general_A4_FR.pdf
http://www.adam-europe.eu/prj/7413/prd/17/1/01_MEET_brochure_general_A4_FR.pdf

01_MEET_brochure_general_A4_IT.pdf
http://www.adam-europe.eu/prj/7413/prd/17/1/01_MEET_brochure_general_A4_IT.pdf

01_MEET_brochure_general_A4_NL.pdf
http://www.adam-europe.eu/prj/7413/prd/17/1/01_MEET_brochure_general_A4_NL.pdf

01_MEET_brochure_general_A4_PL.pdf
http://www.adam-europe.eu/prj/7413/prd/17/1/01_MEET_brochure_general_A4_PL.pdf

01_MEET_brochure_general_A4_PT.pdf
http://www.adam-europe.eu/prj/7413/prd/17/1/01_MEET_brochure_general_A4_PT.pdf

product files

01_MEET_brochure_general_A4_RO.pdf
http://www.adam-europe.eu/prj/7413/prd/17/1/01_MEET_brochure_general_A4_RO.pdf

01_MEET_brochure_general_A4_SLO.pdf
http://www.adam-europe.eu/prj/7413/prd/17/1/01_MEET_brochure_general_A4_SLO.pdf

02_MEET_brochure_students_A4_EN.pdf
http://www.adam-europe.eu/prj/7413/prd/17/1/02_MEET_brochure_students_A4_EN.pdf

02_MEET_brochure_students_A4_EST.pdf
http://www.adam-europe.eu/prj/7413/prd/17/1/02_MEET_brochure_students_A4_EST.pdf

02_MEET_brochure_students_A4_FR.pdf
http://www.adam-europe.eu/prj/7413/prd/17/1/02_MEET_brochure_students_A4_FR.pdf

02_MEET_brochure_students_A4_IT.pdf
http://www.adam-europe.eu/prj/7413/prd/17/1/02_MEET_brochure_students_A4_IT.pdf

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02_MEET_brochure_students_A4_RO.pdf
http://www.adam-europe.eu/prj/7413/prd/17/1/02_MEET_brochure_students_A4_RO.pdf

02_MEET_brochure_students_A4_SLO.pdf
http://www.adam-europe.eu/prj/7413/prd/17/1/02_MEET_brochure_students_A4_SLO.pdf

03_MEET_brochure_teachers_A4_EN.pdf
http://www.adam-europe.eu/prj/7413/prd/17/1/03_MEET_brochure_teachers_A4_EN.pdf

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03_MEET_brochure_teachers_A4_PT.pdf
http://www.adam-europe.eu/prj/7413/prd/17/1/03_MEET_brochure_teachers_A4_PT.pdf

03_MEET_brochure_teachers_A4_RO.pdf
http://www.adam-europe.eu/prj/7413/prd/17/1/03_MEET_brochure_teachers_A4_RO.pdf

product files

03_MEET_brochure_teachers_A4_SLO.pdf

http://www.adam-europe.eu/prj/7413/prd/17/1/03_MEET_brochure_teachers_A4_SLO.pdf

Produit 'Booklet'

Titre:	Booklet
Type de Produit:	Autres
Texte marketing:	Booklet in all partners' languages describing MEET Business Game and its potentialities in the education and training
Description:	It is a dissemination material. It describes MEET BG and its innovative features and potentialities through a technical language. It was translated in all partners' languages.
Cible:	Trainers/Teachers, Training organisations, VET providers, STK
Résultat:	The booklet is a support tool for the trainer since it provides information on all didactic features of the MEET BG. A specific section deals with a description of the application contexts in the different education and training systems.
Domaine d'application:	The booklet was handed over during dissemination events in order to allow the trainers to familiarise with MEET BG and know its benefits and potentialities.
Adresse du site Internet:	
Langues de produit:	anglais néerlandais polonais italien français estonien slovène portugais roumain

product files

booklet_EN.pdf
http://www.adam-europe.eu/prj/7413/prd/18/1/booklet_EN.pdf

Booklet_EST.pdf
http://www.adam-europe.eu/prj/7413/prd/18/1/Booklet_EST.pdf

Booklet_FR.pdf
http://www.adam-europe.eu/prj/7413/prd/18/1/Booklet_FR.pdf

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Booklet_NL.pdf
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Booklet_PL.pdf
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product files

Booklet_PT.pdf

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Booklet_RO.pdf

http://www.adam-europe.eu/prj/7413/prd/18/1/Booklet_RO.pdf

Booklet_SLO.pdf

http://www.adam-europe.eu/prj/7413/prd/18/1/Booklet_SLO.pdf

Produit 'Exploitation brochure'

Titre:	Exploitation brochure
Type de Produit:	Autres
Texte marketing:	Exploitation brochure describing MEET BG in a sinple and attractive way.
Description:	Brochure elaborated for exploitation purposes. It has an appealing graphic layout and a simple language. The brochure is in English.
Cible:	Learners, Trainers/Teachers, STK, Policy makers
Résultat:	It contains information on main concepts concerning MEET BG and its added value.
Domaine d'application:	The brochure was intended for students and trainers in order to increase their interest on MEET BG
Adresse du site Internet:	www.meet-project.eu
Langues de produit:	anglais

product files

Brochure.pdf

http://www.adam-europe.eu/prj/7413/prd/19/1/Brochure.pdf

Produit 'Final publication "Business Game based learning in management education"'

Titre: Final publication "Business Game based learning in management education"

Type de Produit: Autres

Texte marketing: Final publication "Business Game based learning in management education": a general overview of project results and activities. The book aims to meet the needs of teachers and professionals; it offers the reader a view of the world of business games and proposes an analysis of this theme in order to examine the attractiveness and learning effectiveness of business games by highlighting technical and didactic criteria for their design and implementation during management courses.

Description: The book aims to meet the needs of teachers and professionals; it offers the reader a view of the world of business games and proposes an analysis of this theme in order to examine the attractiveness and learning effec-tiveness of business games by highlighting technical and didactic criteria for their design and implementation during management courses. The book introduces the theory and practice of business game-based learning by proposing consolidated didactic and pedagogic models that should be considered when implementing the use of a BG in different learning envi-ronments (traditional, e-learning and blended). Moreover the book offers the reader the chance to share the successful experience of the MEET (Management E-learning Experience for Training secondary school stu-dents)research project.The first section presents the theory, the historical background and the teaching method of business games. Experiential learning and active learning are the foundation of the business game-based learning process in which the students can experiment the concepts learned and develop new skills by trying to take decisions. The second section of the book is dedicated to the design of business games and of a business game-based learning process. The chapters pro-pose key criteria for game and course design and technology opportunities. The third section proposes the results of the successful experience of the MEET project. The chapters describe all the project phases that allowed the adaptation of an academic business game into an effective didactic tool for young people used in secondary schools in order to tailor training courses to fit companies' requirements and help the students face a real working environment.

Cible: Target groups are learners, teachers, stakeholders, policy makers, general public.

Résultat: "Business game-based learning in management education" - final project publication in English.

Domaine d'application: The publication contributes in raising the attraction and prestige of work based learning in VET across Europe. Experiential learning and active learning are the foundation of the business game-based learning process in which the students can experiment the concepts learned and develop new skills by trying to take decisions. Active learning in a simulated context provides a link between knowing and doing, and management involves doing not just knowing. In the business game-based learning process the participants experience the challenges of business decision-making and they get immediate feedback on their decisions. When the participants experience something that feels real, they learn faster, and they are subsequently able to transfer their knowledge to real decision-making situationsThe publication highlights the innovative nature of business games as learning tools, especially in three aspects: (1)they focus on the learner so that he/she can achieve improved skills and competencies, can understand and match the labour market's requirements, can valorise his/her own skills and potential; (2) they are based on a methodology designed to solve real problems and can enable the development of new operational, intuitive and logical skills to identify new solutions; (3) they use ICT to set out a personalized and attractive approach towards an effective learning process. Indeed the use of BG in VET learning pathways can contribute in raising their prestige. The publication is also aimed at guarantee the future project sustainability.

Adresse du site

Produit 'Final publication "Business Game based learning in management education"'

Internet:

Langues de produit: anglais

product files

Final_publication

Final_publication_Business game-based learning_management_education.pdf

http://www.adam-europe.eu/prj/7413/prd/20/2/Final_publication_Business%20game-based%20learning_management_education.pdf

Événements

Job&Orienta 2012: workshop

Date	11.11.2012
Description	Workshop on MEET Business Game jointly organised by the promoter, USRV and TBG at the national fair "Job&Orienta 2012" in order to disseminate project results and ensure project sustainability. Representatives from project partners will participate in order to present the results of the testing phase carried out in their country.
Cible	Teachers, school principals, students, training providers, policy makers, stakeholders
Public	Événement non public
Informations de contact	
Date et lieu	Verona November, 22 2012

Expo Scuola: Workshop

Date	04.11.2012
Description	Workshop on MEET Business Game jointly organised by the promoter, USRV and TBG at the national fair "Expo Scuola" in order to disseminate project results and ensure project sustainability
Cible	Teachers, school principals, training providers, students, policy makers, stakeholders
Public	Événement public
Informations de contact	
Date et lieu	Padua November, 8 2012

Événements

Final project meeting

Date	23.09.2012
Description	Final consortium meeting addressed to partners and also stakeholders in order to present final results and set up the modalities for the exploitation
Cible	Partners and STK
Public	Événement public
Informations de contact	
Date et lieu	Palermo, September 27 - 28 2012

IV Project meeting - Ede, April 12 -13, 2012

Date	02.04.2012
Description	Project meeting to summarise the extensive testing results and to set up the pilot plan dealing with the testing phase in the Eastern countries
Cible	Consortium representatives
Public	Événement non public
Informations de contact	
Date et lieu	Ede (The Netherlands) April, 12 -13

Meeting on the testing summing up

Date	05.10.2011
Description	3rd Steering Committee on the testing summing up and to agree on future tasks
Cible	Project partners
Public	Événement non public
Informations de contact	
Date et lieu	December, 1-2, 2011 Paris - France

Événements

ADAPTATION MEETING - PORTUGAL

Date	21.04.2011
Description	Next project meeting concerning the adaptation phase
Cible	Project partners (not all)
Public	Événement non public
Informations de contact	
Date et lieu	May, 31 and June, 1 - 2011 Portugal - Lisbon

Kick-off meeting

Date	31.01.2011
Description	Kick-off meeting: first day open to stakeholders and second day only for partners. The meeting was aimed at presenting the project and its main goals with a view to involve the schools in the testing phase
Cible	Teachers, school principals, training centers, policy makers
Public	Événement non public
Informations de contact	Barbara Bertin - School Manager bertin@unive.it
Date et lieu	Venice February, 3 - 4 2011

Project Tags

The project belongs to the following group(s):

EQF (http://www.adam-europe.eu/adam/thematicgroup/EQF)

Best of ADAM (http://www.adam-europe.eu/adam/thematicgroup/ADAM)