Projects and Products Portal for Leonardo da Vinci

# Ernste Spiele als Unterrichts-Werkzeug

UK/11/LLP-LdV/TOI-497

http://www.adam-europe.eu/adam/project/view.htm?prj=8312

## Projektinformationen

| | |
|---|---|
| Titel: | Ernste Spiele als Unterrichts-Werkzeug |
| Projektnummer: | UK/11/LLP-LdV/TOI-497 |
| Jahr: | 2011 |
| Projekttyp: | Innovationstransfer |
| Status: | bewilligt |
| Land: | UK-Vereinigtes Königreich |
| Marketing Text: | Ernste Spiele als Unterrichts-Werkzeug – ein einfacher Werkszeugkasten für Berufslehrer und Trainer, die ernste Spiele in ihrem modernem Klassenzimmer benutzen möchten, die aber ein bischen Hilfe benötigen. |
| Zusammenfassung: | This project is a development from the Intelligent Energy Europe project -"EnerCities"- which developed a serious computer game to encourage young adults to learn about sustainability and energy conservation. The project has been very successful and has won national awards in both Netherlands and Germany.<br><br>One aspect that was identified during the project was the reluctance/inability of VET teachers to use a serious computer game as a teaching mechanism. Subsequent research has shown that this is a shared problem across Europe. Good practice has been developed within the EnerCities partnership in demonstrating ways in which this can be overcome. This TOI will take this aspect of the IEE project and transfer it to countries (and languages) not included in the original partnership. Of the 6 original partners, only the Dutch and LMC will continue into the TOI with new partners/countries being brought in from Bulgaria, Italy, Lithuania, Sweden and Turkey.<br><br>The main aims and objectives are:<br>1. To enable partners to utilise the exemplar opportunities for VET contained in the EnerCities game by translating it into the partner languages<br><br>2. To identify content for and construct a database of serious computer games available in all partner countries which are suitable for use within VET systems<br><br>3. To use the good practice developed during the implementation of the EnerCities project and other relevant experience within the partnership to provide an online tool-kit to support VET teachers in using serious computer games as a teaching tool.<br><br>4. To ensure maximum valorisation of the outputs of the project in order to have high impact with VET at a European level<br><br>Objectives 2 and 3 will provide concrete outputs which will be targeted at organisations providing initial teacher training for vocational teachers as well as VET organisations themselves who will be able to use it for continuing professional development for their vocational teachers.<br><br>The consortium combines both geographical and institutional diversity. The exporters include the original co-ordinator and the Dutch partner responsible for research and development of EnerCities. The importing countries are represented by experienced partners. The Bulgarian partner is a public body with national responsibility for VET, the Italian partner is responsible for promoting VET at a regional level. The Lithuanian partner is a specialised organisation working on serious computer games for VET and brings a wealth of expertise to the consortium. The Swedish partner is a municipality in Sweden with responsibility for VET and continuous professional development of teachers and the Turkish partner is responsible for education across the Ankara municipality.<br><br>The short-term impact will be the implementation of serious gaming tools in countries across Europe. Since serious gaming is an important trend, the consortium expects that the long-term impact of its deliverables will be substantial. |

## Projektinformationen

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|---|---|
| Beschreibung: | Online platform and resources for Serious Games in VET |
| Themen: | * IKT<br>* Lebenslanges Lernen<br>* Hochschulbildung<br>* Fernlehre<br>* Weiterbildung<br>* Erstausbildung |
| Sektoren: | * Erziehung und Unterricht<br>* Kunst, Unterhaltung und Erholung |
| Produkt Typen: | Module<br>Homepage<br>Lehrmaterial |
| Produktinformation: | Compendium of games for VET environments and professionals, Enercities Games in new partner languages, Resources to help teachers, pilot reports for training teachers in serious games |
| Projektwebseite: | www.scogatt.eu |

## Vertragnehmer

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|---|---|
| Name: | Lancaster & Morecambe College |
| Stadt: | Lancaster |
| Land/Region: | Lancashire |
| Land: | UK-Vereinigtes Königreich |
| Organisationstyp: | Erstausbildung |
| Homepage: | http://www.lmc.ac.uk |

### Kontaktperson

| | |
|---|---|
| Name: | John Latham |
| Adresse: | Morecambe Road |
| Stadt: | Lancaster |
| Land: | UK-Vereinigtes Königreich |
| Telefon: | +44 1524 521216 |
| Fax: | |
| E-Mail: | j.latham@lmc.ac.uk |
| Homepage: | |

## Koordinator

| | |
|---|---|
| Name: | ROC Nijmegen |
| Stadt: | |
| Land/Region: | Utrecht |
| Land: | NL-Niederlande |
| Organisationstyp: | National Agency |
| Homepage: | http://www.roc-nijmegen.nl/english/roc-nijmegen |

### Kontaktperson

| | |
|---|---|
| Name: | Mr Eric Luijten |
| Adresse: | |
| Stadt: | |
| Land: | NL-Niederlande |
| Telefon: | 003161 868 5236 |
| Fax: | |
| E-Mail: | e.luijten@roc-nijmegan.nl |
| Homepage: | http://www.roc-nijmegen.nl/english/roc-nijmegen |

# Partner

## Partner 1

Name: Polo Europeo della Conoscenza – IC Lorenzi
Stadt: Fumane (Verona)
Land/Region: Veneto
Land: IT-Italien
Organisationstyp: andere
Homepage: http://www.europole.org

## Partner 2

Name: ROC Nijmegen
Stadt: Nijmegen
Land/Region: Gelderland
Land: NL-Niederlande
Organisationstyp: andere
Homepage: http://www.roc-nijmegen.nl/english/roc-nijmegen

## Partner 3

Name: Ankara Milli Eitim Müdürlüü
Stadt: Ankara
Land/Region: Ankara
Land: TR-Türkei
Organisationstyp: andere
Homepage: http://ankara.meb.gov.tr

## Partner 4

Name: National Association of Vocational Education & Training
Stadt: Sofia
Land/Region: Sofia Stolitsa
Land: BG-Bulgarien
Organisationstyp: andere
Homepage: http://www.navet.government.bg

# Partner

## Partner 5

| | |
|---|---|
| Name: | Institute of Mobile Technologies for Education and Culture |
| Stadt: | Vilnius |
| Land/Region: | Lietuva |
| Land: | LT-Litauen |
| Organisationstyp: | andere |
| Homepage: | http://www.imotec.lt |

## Partner 6

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|---|---|
| Name: | Vaxjo kommun |
| Stadt: | Vaxjo |
| Land/Region: | Smaland Med Öearna |
| Land: | SE-Schweden |
| Organisationstyp: | andere |
| Homepage: | |

## Projektdateien

SCOGATT Flyer BG.pdf

http://www.adam-europe.eu/prj/8312/prj/SCOGATT%20Flyer%20BG.pdf

SCOGATT Flyer IT.pdf

http://www.adam-europe.eu/prj/8312/prj/SCOGATT%20Flyer%20IT.pdf

SCOGATT Flyer LT.pdf

http://www.adam-europe.eu/prj/8312/prj/SCOGATT%20Flyer%20LT.pdf

SCOGATT Flyer NL.pdf

http://www.adam-europe.eu/prj/8312/prj/SCOGATT%20Flyer%20NL.pdf

SCOGATT Flyer SE.pdf

http://www.adam-europe.eu/prj/8312/prj/SCOGATT%20Flyer%20SE.pdf

SCOGATT Flyer TR.pdf

http://www.adam-europe.eu/prj/8312/prj/SCOGATT%20Flyer%20TR.pdf

SCOGTT Flyer UK.pdf

http://www.adam-europe.eu/prj/8312/prj/SCOGTT%20Flyer%20UK.pdf

## Produkte

1 N1 - SCOGATT - WEBSITE

2 N3 - Guidelines using SCG in VET

3 N4 - SCOGATT Teacher Training Programme

4 N2 - Compendium of Serious Computer Games for VET

5 N5 - Enercities Serious Game in New Partner Languages

6 N7 - Network of VET Professionals

7 N11 - SCOGATT Pilot Report

8 N9 - Needs Analysis Report for SCG

9 N10 - Report on State of the Art of Serious Computer Games in VET

10 N12 - Online VET teacher training toolkit for use of Serious Computer Games

# Produkt 'N1 - SCOGATT - WEBSITE'

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|---|---|
| Titel: | N1 - SCOGATT - WEBSITE |
| Produkttyp: | Homepage |
| Marketing Text: | One Stop Toolkit for teachers who want to begin so use serious computer games in their teaching practice |
| Beschreibung: | A Database of Serious Computer Games available in all partner countries which are suitable for use within VET systems - An online tool-kit to support VET teachers in using Serious Computer Games as a Teaching Tool |
| Zielgruppe: | Teachers, Trainers, VET Teachers |
| Resultat: | N1 - SCOGATT Website |
| Anwendungsbereich: | VET Training and Teaching, VET Education |
| Homepage: | www.scogatt.eu |
| Produktsprachen: | Englisch<br>Schwedisch<br>Litauisch<br>Türkisch<br>Bulgarisch<br>Italienisch<br>Niederländisch |

## product files

N10 State_of_the_Art.pdf

http://www.adam-europe.eu/prj/8312/prd/1/1/N10%20State_of_the_Art.pdf

N11 WP5 SCOGATT Pilot report WEB.pdf

http://www.adam-europe.eu/prj/8312/prd/1/1/N11%20WP5%20SCOGATT%20Pilot%20report%20WEB.pdf

N3 Guidelines_UK WEB.pdf

http://www.adam-europe.eu/prj/8312/prd/1/1/N3%20Guidelines_UK%20WEB.pdf
N3 Teacher Guidelines_UK

N4_TeacherTrainingProgramme_UK_WEB.pdf

http://www.adam-europe.eu/prj/8312/prd/1/1/N4_TeacherTrainingProgramme_UK_WEB.pdf

N9 NEEDS_ANALYSIS.pdf

http://www.adam-europe.eu/prj/8312/prd/1/1/N9%20NEEDS_ANALYSIS.pdf

# Produkt 'N3 - Guidelines using SCG in VET'

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|---|---|
| Titel: | N3 - Guidelines using SCG in VET |
| Produkttyp: | Lehrmaterial |
| Marketing Text: | Guidelines in using SCG in VET |
| Beschreibung: | Adaptation, preparation and transfer for the SCOGATT Project<br>Result N3 - Guidelines in using SCG in VET available in all SCOGATT partner languages |
| Zielgruppe: | Teachers and Trainers in VET interested in using computer games in their classes |
| Resultat: | N3 - Downloadable e-document |
| Anwendungsbereich: | VET, Schools, Colleges |
| Homepage: | www.scogatt.eu |
| Produktsprachen: | Litauisch<br>Italienisch<br>Türkisch<br>Schwedisch<br>Englisch<br>Bulgarisch<br>Niederländisch |

## product files

N3 GuidelinesBG WEB.pdf
http://www.adam-europe.eu/prj/8312/prd/2/1/N3%20GuidelinesBG%20WEB.pdf

N3 GuidelinesIT WEB.pdf
http://www.adam-europe.eu/prj/8312/prd/2/1/N3%20GuidelinesIT%20WEB.pdf

N3 GuidelinesLT WEB.pdf
http://www.adam-europe.eu/prj/8312/prd/2/1/N3%20GuidelinesLT%20WEB.pdf

N3 GuidelinesNL WEB.pdf
http://www.adam-europe.eu/prj/8312/prd/2/1/N3%20GuidelinesNL%20WEB.pdf

N3 GuidelinesSE WEB.pdf
http://www.adam-europe.eu/prj/8312/prd/2/1/N3%20GuidelinesSE%20WEB.pdf

N3 GuidelinesTR WEB.pdf
http://www.adam-europe.eu/prj/8312/prd/2/1/N3%20GuidelinesTR%20WEB.pdf

N3 Guidelines UK WEB.pdf
http://www.adam-europe.eu/prj/8312/prd/2/1/N3%20Guidelines%20UK%20WEB.pdf

# Produkt 'N4 - SCOGATT Teacher Training Programme'

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|---|---|
| Titel: | N4 - SCOGATT Teacher Training Programme |
| Produkttyp: | Programme/Curricula |
| Marketing Text: | The SCOGATT Teacher Training Programme is a document produced in the scope of SCOGATT TOI Project. It provides a training programme as a practical instrument for SCG using in VET as part of the Project delivered as part of the Leonardo TOI project as part of the LLP |
| Beschreibung: | N4 - The Teacher Training Programme as an instrument aims to provide to the vocational teachers, other educators and other members of interdisciplinary teams a coherent planning approach in how to implement SCG in education - combining theory, practical examples and practice on using SCOGATT games.<br><br>The exemplar game for the SCOGATT TOI is EnerCities, a SCG originally funded by the IEE of the European Commission. This game can be found at www.enercities.eu . |
| Zielgruppe: | VET, vocational teachers, educators and other members of interdisciplinary teams |
| Resultat: | N4 - Downloadable e-Document |
| Anwendungsbereich: | VET, School and Colleges |
| Homepage: | www.scogatt.eu |
| Produktsprachen: | Niederländisch<br>Bulgarisch<br>Schwedisch<br>Litauisch<br>Türkisch<br>Englisch |

## product files

N4 TeacherTrainingProgrammeBG.pdf
http://www.adam-europe.eu/prj/8312/prd/3/1/N4%20TeacherTrainingProgrammeBG.pdf

N4 TeacherTrainingProgrammeIT WEB.pdf
http://www.adam-europe.eu/prj/8312/prd/3/1/N4%20TeacherTrainingProgrammeIT%20WEB.pdf

N4 TeacherTrainingProgrammeLT WEB.pdf
http://www.adam-europe.eu/prj/8312/prd/3/1/N4%20TeacherTrainingProgrammeLT%20WEB.pdf

N4 TeacherTrainingProgrammeNL WEB.pdf
http://www.adam-europe.eu/prj/8312/prd/3/1/N4%20TeacherTrainingProgrammeNL%20WEB.pdf

N4 TeacherTrainingProgrammeSE WEB.pdf
http://www.adam-europe.eu/prj/8312/prd/3/1/N4%20TeacherTrainingProgrammeSE%20WEB.pdf

N4 Teacher Training Programme TR WEB.pdf
http://www.adam-europe.eu/prj/8312/prd/3/1/N4%20Teacher%20Training%20Programme%20TR%20WEB.pdf

N4 TeacherTrainingProgramme UK WEB.pdf
http://www.adam-europe.eu/prj/8312/prd/3/1/N4%20TeacherTrainingProgramme%20UK%20WEB.pdf

## product files

# Produkt 'N2 - Compendium of Serious Computer Games for VET'

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|---|---|
| Titel: | N2 - Compendium of Serious Computer Games for VET |
| Produkttyp: | Homepage |
| Marketing Text: | Identified content and a database of Serious Computer Games available in all partner countries which are suitable for use within VET systems |
| Beschreibung: | Identified content and a database of Serious Computer Games available in all partner countries which are suitable for use within VET systems - These are pre selected SCG that can be added to after the life of the project and remain as a useful teaching tool |
| Zielgruppe: | VET teachers and trainers |
| Resultat: | N2 - Compendium of games and resources |
| Anwendungsbereich: | VET training and other systems that can use serious games |
| Homepage: | http://www.scogatt.eu/games.php |
| Produktsprachen: | Englisch |

# Produkt 'N5 - Enercities Serious Game in New Partner Languages'

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|---|---|
| Titel: | N5 - Enercities Serious Game in New Partner Languages |
| Produkttyp: | Lehrmaterial |
| Marketing Text: | An online serious game for young people to experience energy-related implications. The goal of the game is to create and expand virtual cities dealing with pollution, energy shortages, renewable energy etc. |
| Beschreibung: | Translated into new languages - Swedish, Italian, Bulgarian, Lithuanian and Turkish<br><br>An online serious game for young people to experience energy-related implications. The goal of the game is to create and expand virtual cities dealing with pollution, energy shortages, renewable energy etc. |
| Zielgruppe: | VET Teachers, Students, Informal Groups, Gamers |
| Resultat: | N5 - Translated versions |
| Anwendungsbereich: | Online gaming in classroom, VET classes, Energy classes |
| Homepage: | www.enercities.eu |
| Produktsprachen: | Bulgarisch<br>Niederländisch<br>Englisch<br>Deutsch<br>Griechisch<br>Italienisch<br>Litauisch<br>Slowenisch<br>Spanisch<br>Schwedisch<br>Türkisch |

# Produkt 'N7 - Network of VET Professionals'

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|---|---|
| Titel: | N7 - Network of VET Professionals |
| Produkttyp: | Homepage |
| Marketing Text: | By Invitation Only Facebook group of VET professionals. Sharing and updates page linking the worlds of Serious Computer Games and Vocational Training. |
| Beschreibung: | 200+ Professionals on Facebook with 550+ followers and following 2000+ on Twitter.<br><br>The often dynamic post contribute to an embedded twitter feed @scogatt #seriousgames that feed onto the main SCOGATT Web platform<br><br>Bringing together the worlds of SCG and education in a meaningful debate. |
| Zielgruppe: | SCG and VET Teaching Professionals. |
| Resultat: | N7 - Network of Professionals |
| Anwendungsbereich: | SCG and VET Teaching |
| Homepage: | http://www.scogatt.eu |
| Produktsprachen: | Englisch |

# Produkt 'N11 - SCOGATT Pilot Report'

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|---|---|
| Titel: | N11 - SCOGATT Pilot Report |
| Produkttyp: | andere |
| Marketing Text: | Piloting Teacher Training Programme<br>– Pilot Report and Workshops Feedback |
| Beschreibung: | Piloting Teacher Training Programme<br>– Pilot Report and Workshops |
| Zielgruppe: | VET Teacher, VET Trainers and Teacher Trainers |
| Resultat: | N11 - Pilot Report |
| Anwendungsbereich: | Refining the Teacher Training SCG Process |
| Homepage: | www.scogatt.eu |
| Produktsprachen: | Englisch |

## product files

N11 WP5 SCOGATT Pilot report WEB.pdf

http://www.adam-europe.eu/prj/8312/prd/7/1/N11%20WP5%20SCOGATT%20Pilot%20report%20WEB.pdf

# Produkt 'N9 - Needs Analysis Report for SCG'

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|---|---|
| Titel: | N9 - Needs Analysis Report for SCG |
| Produkttyp: | andere |
| Marketing Text: | The aim of the need analysis is to identify and record the level of usage of serious computer |
| Beschreibung: | The aim of the need analysis is to identify and record the level of usage of serious computer games (sometimes called SCG) in each partner country and to quantify the needs and potential implementation of serious computer games within the VET programme at macro level.<br>The Needs Analysis research serves to identify the needs across the partnership in the usage of serious computer games within VET. |
| Zielgruppe: | Educators and Teacher Trainers |
| Resultat: | N9 - Needs Analysis |
| Anwendungsbereich: | Policy and embedding of SCG in educational programmes |
| Homepage: | www.scogatt.eu |
| Produktsprachen: | Englisch |

## product files

N9 NEEDS ANALYSIS.pdf

http://www.adam-europe.eu/prj/8312/prd/8/1/N9%20NEEDS%20ANALYSIS.pdf

# Produkt 'N10 - Report on State of the Art of Serious Computer Games in VET'

| | |
|---|---|
| Titel: | N10 - Report on State of the Art of Serious Computer Games in VET |
| Produkttyp: | |
| Marketing Text: | Report on State of the Art of Serious Computer Games in VET |
| Beschreibung: | This State-of-the-Art aims to identify the usage of serious computer games within VET across the partnership. It identifies significant national approaches to using serious computer games within VET that can be used to maximise the impact and add value to the countries that don't use these techniques already. |
| Zielgruppe: | Educators and Teacher/Teacher Trainers |
| Resultat: | N10 - Report on State of the Art of Serious Computer Games in VET |
| Anwendungsbereich: | VET and School/College Education |
| Homepage: | www.scogatt.eu |
| Produktsprachen: | Englisch |

## product files

N10 StateoftheArt.pdf

http://www.adam-europe.eu/prj/8312/prd/9/1/N10%20StateoftheArt.pdf

# Produkt 'N12 - Online VET teacher training toolkit for use of Serious Computer Games'

| | |
|---|---|
| Titel: | N12 - Online VET teacher training toolkit for use of Serious Computer Games |
| Produkttyp: | Homepage |
| Marketing Text: | Online VET teacher training toolkit for use of serious computer games |
| Beschreibung: | Online VET teacher training toolkit for use of serious computer games - All Workpackages, Materials, and other outputs held online as a toolkit for teachers and VET professionals. |
| Zielgruppe: | Teachers and VET professionals. |
| Resultat: | N12 - Culmination of all other workpackages |
| Anwendungsbereich: | VET Training and Teaching (others interesting in SCG) |
| Homepage: | www.scogatt.eu |
| Produktsprachen: | Litauisch<br>Schwedisch<br>Englisch<br>Italienisch<br>Bulgarisch<br>Niederländisch<br>Türkisch |

# Veranstaltungen

## N8 - SCOGATT Evaluation Workshop

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|---|---|
| Datum | 23.09.2013 |
| Beschreibung | Evaluation for Teachers in VET - Introduction of SCOGATT materials and guidelines |
| Zielgruppe | VET Teachers and Trainers |
| Öffentlich | Geschlossene Veranstaltung |
| Kontaktinformation | info@Scogatt.eu |
| Zeitpunkt und Ort | 13:00<br>23/09/2013<br>Vilnius, Lithuania |

## N6 - Teacher Training Workshop

| | |
|---|---|
| Datum | 17.10.2012 |
| Beschreibung | SCOGATT Teacher Training Workshop in Netherlands. Partners bring teachers to train in SCOGATT and then return to cascade their training at home. |
| Zielgruppe | VET Teachers and Teacher Trainers |
| Öffentlich | Geschlossene Veranstaltung |
| Kontaktinformation | info@scogatt.eu |
| Zeitpunkt und Ort | October 2012<br>Nijmegen - Netherlands |