

Learn Play Manage. Collaborative Learning for Project Management: developing competences for international project management through social games as innovative methodology

527796-LLP-1-2012-1-ES-LEONARDO-LMP

<http://www.adam-europe.eu/adam/project/view.htm?prj=9975>

Projektinformation

Titel: Learn Play Manage. Collaborative Learning for Project Management: developing competences for international project management through social games as innovative methodology

Projektnummer: 527796-LLP-1-2012-1-ES-LEONARDO-LMP

Jahr: 2012

Projekttyp: Innovationsentwicklung

Status: abgeschlossen

Land: EU-Zentralisierte Projekte

Marketing Text: Das Projekt Learn-Play-Manage (zu deutsch Lernen-Spielen-Managen) hat zum Ziel die Vorteile der ICT's in Bezug auf die Erstellung von Referenzdokumente zu nutzen und ein Spiel zum Erlernen von Projektmanagement Kompetenzen zu erschaffen . Das Ziel des Spiels ist es zu erlernen, qualitativ hochwertige Arbeit zu erarbeiten, die den Standards der EU entsprechen . Das Konsortium wird eine Lernmethodologie entwickeln, die auf eine innovative und attractive Weise EU Arbeitnehmerkompetenzen fördert und es ermöglicht Erfahrungen durch das Live Long Learning Programm einfacher zugänglich zu machen und eine kollektive Verbundenheit zu fördern.

Zusammenfassung: ICT-based learning can be defined by offering the possibility of providing motivating and collaborative learning environments. The use of new concepts on this learning methodology allows to develop personalised training paths according to learner needs in terms of contents (what do you learn) and methods (how and when do you learn the contents). These technologies are powerful tools to improve and increase the access to education and training among EU citizens, as well as to the employability and mobility in a modern labour market.

LPMnage – Learn Play Manage project intends to be pioneer in the creation of a social game-based course addressed to learners in professional environments, contributing this way to their training on skills for the management of international projects. The aim is to promote competences on a specific professional field in an attractive and collaborative environment. The project consortium considers social games can influence positively the access of European workers to lifelong learning experiences, increasing the access rates, and offering innovative and attractive means to develop their competences.

The development of the social game simulates real situations in project management at international level, combining different scenarios and daily problems. In this context the final user can acquire the necessary competences and skills to solve them in a collaborative way, thanks to the interactive and socializing possibilities of social networks.

Beschreibung: ICT-based learning provides a motivating learning environment as well as the opportunity to develop personalised training paths according to learner needs in terms of contents and methods. LPMnage project developed a social game able to improve the access of European workers to lifelong learning experiences, increasing the access rates, and offering innovative and attractive means to develop key competences in their field of specialisation (as those associated to the management of international projects). The consortium intended to develop innovative training methodologies and materials focused on improving those competences, providing specific tools for it and developing an innovative project susceptible to be transferred in the future to other professional and learning areas.

Working plan was organised around different workpackages. Transversal workpackages included Project Management and Coordination, Exploitation, Dissemination and Quality Management.

The core development workpackages included four main stages or phases. First, project partners carried out a research to identify and define the potentials of social games for professional competences development. On this basis, good practices

Projektinformation

were selected as reference for any organisation interested on using this learning methodology. Additionally, partners cooperated to identify the specific competences linked to international projects' management to be trained in non-formal and informal ICT-based learning environments. The third phase focused on developing, on the basis of the previous activities, the prototype of the social game and learning environment. It was tested on the four and final validation stage, that as a result produced the final version of the social game and learning environment.

Themen: *** IKT
*** Weiterbildung
** Lebenslanges Lernen
** Unternehmen, KMU
* Arbeitsmarkt
* Erstausbildung

Sektoren: *** Erbringung von Freiberuflichen, Wissenschaftlichen und Technischen Dienstleistungen
** Erziehung und Unterricht

Produkt Typen: Homepage
Fernlehre
Lehrmaterial

Produktinformation: LPMnage aimed at developing the following products:
- A compilation of game-based learning initiatives in professional environments.
- Recommendations for the development of informal (international) project management training paths.
- Social game on competences for international projects management.
- Users guide: Social game on competences for international projects management.

Projektwebseite: www.learnplaymanage.eu

Vertragnehmer

Name: XXI INVESLAN S.L.
Stadt: Bilbao
Land/Region: Pais Vasco
Land: ES-Spanien
Organisationstyp: KMU - Klein- und Mittelunternehmen (bis zu 250 Mitarbeiter)
Homepage: <http://www.inveslan.com>

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Partner

Partner 1

Name: Hellenic Open University
Stadt: Patras
Land/Region: Dytiki Ellada
Land: EL-Griechenland
Organisationstyp: Universität/Fachhochschule/Akademie
Homepage: <http://www.eap.gr>

Partner 2

Name: StudioCentro Veneto sas
Stadt: Vicenza
Land/Region: Veneto
Land: IT-Italien
Organisationstyp: National Agency
Homepage: <http://www.studiocentroveneto.com>

Partner 3

Name: Twin Learning LLC
Stadt: San Francisco
Land/Region: Andere Region
Land: Anderes Land
Organisationstyp: KMU - Klein- und Mittelunternehmen (bis zu 250 Mitarbeiter)
Homepage: <http://www.linkedin.com/in/michaelpcarterphd>

Partner 4

Name: Associazione seed
Stadt: Porza
Land/Region: Ticino
Land: CH-Schweiz
Organisationstyp: Verband/nicht regierungsgebundene Organisation
Homepage: <http://www.seedlearn.org>

Partner

Partner 5

Name: LEARN TPM LTD
Stadt: Newcastle
Land/Region: Northumberland, Tyne and Wear
Land: UK-Vereinigtes Königreich
Organisationstyp: KMU - Klein- und Mittelunternehmen (bis zu 250 Mitarbeiter)
Homepage: <http://www.learntpm.com>

Partner 6

Name: Net-Mex Innovation and Training Ltd.
Stadt: Nagykovácsi
Land/Region: Észak-Magyarország
Land: HU-Ungarn
Organisationstyp: KMU - Klein- und Mittelunternehmen (bis zu 250 Mitarbeiter)
Homepage: <http://www.netcall36.hu>

Produkte

- 1 Compilation of game-based learning initiatives in professional environments
- 2 Recommendations for the development of international project management training paths
- 3 Social game on competences for international projects management
- 4 Users guide: Social game on competences for international projects management
- 5 Progress Report (Public Part)

Produkt 'Compilation of game-based learning initiatives in professional environments'

Titel: Compilation of game-based learning initiatives in professional environments

Produkttyp: andere

Marketing Text: This publication will contain the main conclusions of the national and international researches on the design and implementation of game-based learning initiatives in professionals and adults education. It aims at providing a ground basis for the following Work Packages implementation, as well as a referent for adults education practitioners at EU level, boosting the debate and favouring the development of more training initiatives based on these training methodologies.

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Zielgruppe: Trainers, training providers, training experts.

Resultat: Reference document

Anwendungsbereich: Game-based learning planning and implementation.

Homepage:

Produktsprachen: Englisch

product files

Compilation of game based learning initiatives in professional environments.pdf

<http://www.adam-europe.eu/prj/9975/prd/1/1/Compilation%20of%20game%20based%20learning%20initiatives%20in%20professional%20environments.pdf>
Overall report on the compilation of game based learning initiatives in professional environments.

LPMnage_D3. Annex1. Spanish National Report.pdf

http://www.adam-europe.eu/prj/9975/prd/1/1/LPMnage_D3.%20Annex1.%20Spanish%20National%20Report.pdf
1st annex to the overall report on the compilation of game based learning initiatives in professional environments.

LPMnage_D3. Annex2. Hungarian National Report.pdf

http://www.adam-europe.eu/prj/9975/prd/1/1/LPMnage_D3.%20Annex2.%20Hungarian%20National%20Report.pdf
2nd annex to the overall report on the compilation of game based learning initiatives in professional environments.

LPMnage_D3. Annex3. Swiss National Report.pdf

http://www.adam-europe.eu/prj/9975/prd/1/1/LPMnage_D3.%20Annex3.%20Swiss%20National%20Report.pdf
3rd annex to the overall report on the compilation of game based learning initiatives in professional environments.

LPMnage_D3. Annex4. Greek National Report.pdf

http://www.adam-europe.eu/prj/9975/prd/1/1/LPMnage_D3.%20Annex4.%20Greek%20National%20Report.pdf
4th annex to the overall report on the compilation of game based learning initiatives in professional environments.

LPMnage_D3. Annex5. British National Report.pdf

http://www.adam-europe.eu/prj/9975/prd/1/1/LPMnage_D3.%20Annex5.%20British%20National%20Report.pdf
5th annex to the overall report on the compilation of game based learning initiatives in professional environments.

LPMnage_D3. Annex6. Italian National Report.pdf

http://www.adam-europe.eu/prj/9975/prd/1/1/LPMnage_D3.%20Annex6.%20Italian%20National%20Report.pdf
6th annex to the overall report on the compilation of game based learning initiatives in professional environments.

product files

LPMnage_D3. Annex7. American National Report.pdf

http://www.adam-europe.eu/prj/9975/prd/1/1/LPMnage_D3.%20Annex7.%20American%20National%20Report.pdf
7th annex to the overall report on the compilation of game based learning initiatives in professional environments.

Produkt 'Recommendations for the development of international project management training paths'

Titel: Recommendations for the development of international project management training paths

Produkttyp: andere

Marketing Text: The report will contain the main recommendations for the development of informal training paths, and will serve as a reference for the creation of LPMnage course and learning contents for the social game. Also could be used by adult educations practitioners and trainers at EU level for the design of specific courses and training methodologies on the topic.

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Zielgruppe: Trainers, training providers, training experts.

Resultat: Reference document.

Anwendungsbereich: Training itineraries planning and development.

Homepage:

Produktsprachen: Englisch

product files

LPMnage_D4. Annex1. Spanish National Report.pdf

http://www.adam-europe.eu/prj/9975/prd/2/1/LPMnage_D4.%20Annex1.%20Spanish%20National%20Report.pdf

Annex 1 to the overall report on recommendations for the development of informal training paths for international project managers

LPMnage_D4. Annex2. Hungarian National Report.pdf

http://www.adam-europe.eu/prj/9975/prd/2/1/LPMnage_D4.%20Annex2.%20Hungarian%20National%20Report.pdf

Annex 2 to the overall report on recommendations for the development of informal training paths for international project managers

LPMnage_D4. Annex3. Swiss National Report.pdf

http://www.adam-europe.eu/prj/9975/prd/2/1/LPMnage_D4.%20Annex3.%20Swiss%20National%20Report.pdf

Annex 3 to the overall report on recommendations for the development of informal training paths for international project managers

LPMnage_D4. Annex4. Greek National Report.pdf

http://www.adam-europe.eu/prj/9975/prd/2/1/LPMnage_D4.%20Annex4.%20Greek%20National%20Report.pdf

Annex 4 to the overall report on recommendations for the development of informal training paths for international project managers

LPMnage_D4. Annex5. British National Report.pdf

http://www.adam-europe.eu/prj/9975/prd/2/1/LPMnage_D4.%20Annex5.%20British%20National%20Report.pdf

Annex 5 to the overall report on recommendations for the development of informal training paths for international project managers

LPMnage_D4. Annex6. Italian National Report.pdf

http://www.adam-europe.eu/prj/9975/prd/2/1/LPMnage_D4.%20Annex6.%20Italian%20National%20Report.pdf

Annex 6 to the overall report on recommendations for the development of informal training paths for international project managers

LPMnage_D4. Recommendations....pdf

http://www.adam-europe.eu/prj/9975/prd/2/1/LPMnage_D4.%20Recommendations....pdf

Overall report on recommendations for the development of informal training paths for international project managers

Produkt 'Social game on competences for international projects management'

Titel: Social game on competences for international projects management

Produkttyp: Unterlagen für offenen Unterricht

Marketing Text: The social game on competences for international project managements contribute to informal learning of those professionals working in the field at EU and international level.

Beschreibung: The social game on competences for international project managements contribute to informal learning of those professionals working in the field at EU and international level.

The use of a social game brings the benefits derived from a game-based learning (simulation of real contexts, problem solving methodology, active role of learner) complemented with the benefits of using a social network approach (interaction, socialization, collaborative learning).

Zielgruppe: Project managers, project technicians, trainers, training providers, training experts.

Resultat: Training materials to support learning paths on projects' management.

Anwendungsbereich: Training processes in the field of projects' management.

Homepage:

Produktsprachen: Griechisch
Ungarisch
Italienisch
Spanisch
Englisch

Produkt 'Users guide: Social game on competences for international projects management'

Titel: Users guide: Social game on competences for international projects management

Produkttyp: andere

Marketing Text: The social game is associated to a user's guide, in order to facilitate its use among end customers and its application in formal and informal training environments from trainers. The user's guide will introduce the social game, describing the main characteristics of the product, functionalities and technical specifications, as well as how to use and play it.

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Zielgruppe: Project managers, project technicians, trainers, training providers, training experts.

Resultat: Training materials to support learning paths on projects' management.

Anwendungsbereich: Training processes in the field of projects' management.

Homepage:

Produktsprachen: Englisch
Griechisch
Ungarisch
Italienisch
Spanisch

Produkt 'Progress Report (Public Part)'

Titel: Progress Report (Public Part)

Produkttyp: andere

Marketing Text: In the progress report you will find a brief description about the objectives and the partnership of the project as well as the results achieved during the first year of implementation.

Beschreibung:

Zielgruppe:

Resultat:

Anwendungsbereich:

Homepage:

Produktsprachen: Englisch

product files

2012_3717_PR_LPMnage_pub.pdf

http://www.adam-europe.eu/prj/9975/prd/5/1/2012_3717_PR_LPMnage_pub.pdf
Progress report