

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>

Information sur le projet

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

Code Projet: 527796-LLP-1-2012-1-ES-LEONARDO-LMP

Année: 2012

Type de Projet: Développement d'innovation

Statut: Clôturé

Pays: EU-Projets centralisés

Accroche marketing: Le projet "Learn Play Manage" a comme but de profiter de ITC pour la création de documents de référence et un jeu de société sur les compétences de gestion de projet. Son objectif est de devenir une bonne pratique d'excellence au niveau européen. Le consortium du projet va développer un système d'apprentissage qui va offrir des moyens novateurs et intéressants pour améliorer les compétences des travailleurs européens. Cela leur permet aussi d'avoir un meilleur accès à la formation continue dans une ambiance collaborative et flexible.

Résumé: 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.

Description: 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 were selected as reference for any organisation interested on using this learning

Information sur le projet

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.

Thèmes: *** TIC
*** Formation continue
** Formation tout au long de la vie
** Entreprise, TPE, PME
* Marché du travail
* Formation initiale

Sectors: *** Activités Spécialisées, Scientifiques Et Techniques
** Enseignement

Types de Produit: Site Internet
Enseignement à distance
Matériel d'apprentissage

Information sur le produit: 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.

Page Web du projet: www.learnplaymanage.eu

Contractant du projet

Nom: XXI INVESLAN S.L.
Ville: Bilbao
Pays/Région: Pais Vasco
Pays: ES-Espagne
Type d'organisation: Entreprise de petite et de moyenne taille (jusqu'à 250 employés)
Site Internet: <http://www.inveslan.com>

Personne de contact

Nom: Jaione Santos
Adresse: Lutzana 6 - 4º izqda. dpt. A
Ville: Bilbao
Pays: ES-Espagne
Téléphone: +34 94 402 02 84
Fax:
E-mail: j.santos@inveslan.com
Site internet: <http://www.inveslan.com>

Coordinateur

Nom: XXI INVESLAN S.L.
Ville: Bilbao
Pays/Région: Pais Vasco
Pays: ES-Espagne
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Fax:
E-mail: j.santos@inveslan.com
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Partenaire

Partner 1

Nom: Hellenic Open University
Ville: Patras
Pays/Région: Dytiki Ellada
Pays: EL-Grèce
Type d'organisation: Université/école supérieure spécialisée/academie
Site Internet: <http://www.eap.gr>

Partner 2

Nom: StudioCentro Veneto sas
Ville: Vicenza
Pays/Région: Veneto
Pays: IT-Italie
Type d'organisation: National Agency
Site Internet: <http://www.studiocentroveneto.com>

Partner 3

Nom: Twin Learning LLC
Ville: San Francisco
Pays/Région: Autre région
Pays: Autre pays
Type d'organisation: Entreprise de petite et de moyenne taille (jusqu'à 250 employés)
Site Internet: <http://www.linkedin.com/in/michaelpcarterphd>

Partner 4

Nom: Associazione seed
Ville: Porza
Pays/Région: Ticino
Pays: CH-Suisse
Type d'organisation: Association/organisation non gouvernementale
Site Internet: <http://www.seedlearn.org>

Partenaire

Partner 5

Nom: LEARN TPM LTD
Ville: Newcastle
Pays/Région: Northumberland, Tyne and Wear
Pays: UK-Royaume-Uni
Type d'organisation: Entreprise de petite et de moyenne taille (jusqu'à 250 employés)
Site Internet: <http://www.learntpm.com>

Partner 6

Nom: Net-Mex Innovation and Training Ltd.
Ville: Nagykovácsi
Pays/Région: Észak-Magyarország
Pays: HU-Hongrie
Type d'organisation: Entreprise de petite et de moyenne taille (jusqu'à 250 employés)
Site Internet: <http://www.netcall36.hu>

Produits

- 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)

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

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

Type de Produit: Autres

Texte marketing: 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.

Description: 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.

Cible: Trainers, training providers, training experts.

Résultat: Reference document

Domaine d'application: Game-based learning planning and implementation.

Adresse du site Internet:

Langues de produit: anglais

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.

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

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

Type de Produit: Autres

Texte marketing: 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.

Description: 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.

Cible: Trainers, training providers, training experts.

Résultat: Reference document.

Domaine d'application: Training itineraries planning and development.

Adresse du site Internet:

Langues de produit: anglais

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

Produit 'Social game on competences for international projects management'

Titre: Social game on competences for international projects management

Type de Produit: Matériel pour l'enseignement

Texte marketing: 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.

Description: 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).

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

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

Domaine d'application: Training processes in the field of projects' management.

Adresse du site Internet:

Langues de produit: grec moderne
hongrois
italien
espagnol
anglais

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

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

Type de Produit: Autres

Texte marketing: 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.

Description: 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.

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

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

Domaine d'application: Training processes in the field of projects' management.

Adresse du site Internet:

Langues de produit: anglais
grec moderne
hongrois
italien
espagnol

Produit 'Progress Report (Public Part)'

Titre: Progress Report (Public Part)

Type de Produit: Autres

Texte marketing: 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.

Description:

Cible:

Résultat:

Domaine d'application:

Adresse du site Internet:

Langues de produit: anglais

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