

The Fun Factor: Gamification for Inclusive Education

2023-1-LT01-KA220-SCH-000151145

NEWSLETTER

Kick-off meeting in Lithuania

Partners of THE FUN FACTOR: GAMIFICATION FOR INCLUSIVE EDUCATION 2023-1-LT01-KA220-SCH-000151145 gathered in Lithuania for our first kick-off meeting, graciously hosted by IVAIGO on January 22, 2024. Representatives from Klaipėdos Litorinos mokykla (Lithuania), Global Education Center B.V. (Netherlands), Asociacija IVAIGO (Lithuania), Kocatürk Danismanlik Özel Eğitim Hizmetleri Turizm ve Proje Hizmetleri Ticaret Sanayi Limited Sirketi (Türkiye), and Zespól Szkól nr 6 w Rybniku (Poland) came together to discuss the project, set deadlines, and plan for the exciting journey ahead.



Project partners:



Klaipėdos Litorinos
mokykla



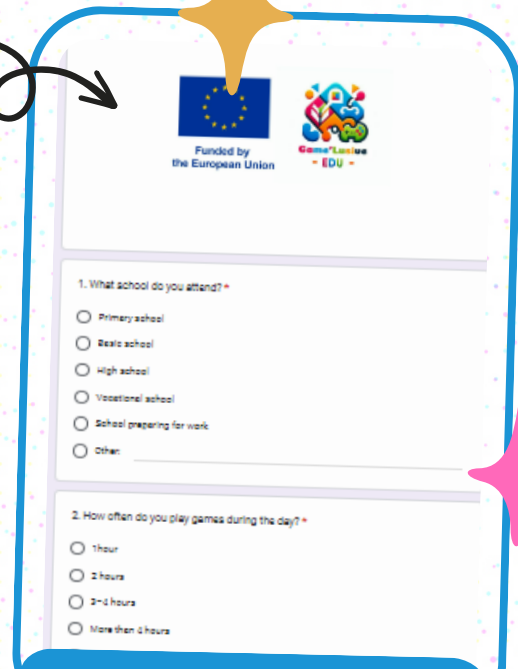
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Needs Analysis

In February, Klaipėda Litorina School, in collaboration with partners from Zespół Szkół Nr 6 w Rybniku (Poland), developed two surveys for the project. One survey targets teachers, teaching assistants, parents, and carers of children with Special Educational Needs (SEN). The other survey was specifically designed for pupils, as a general survey would be too complex and, in some cases, distressing for them, due to their developmental characteristics.

The purpose of both surveys is to assess the necessity, demand, and possibilities for digital gamification in inclusive education among teachers, pupils with special educational needs, and their parents at Klaipėda Litorina School and in Rybnik, Poland.

Currently, a survey of respondents is being conducted in both schools.



The screenshot shows a survey form with two questions. The first question is "1. What school do you attend?" with radio button options: Primary school, Basic school, High school, Vocational school, School preparing for work, and Other. The second question is "2. How often do you play games during the day?" with radio button options: 1 hour, 2 hours, 2-3 hours, and More than 3 hours.

Survey

UPCOMING EVENTS!

Learning, Teaching, and Training Activities (LTTA), hosted by the Global Education Center (GEC) with a focus on developing gamification tools. This training is tailored for employees of partner organizations, aimed at meeting specific educational needs.

Event Highlights:

- Hosted by: Global Education Center (GEC)
- Objective: Equip participants to create effective gamification strategies
- Target Audience: Employees of partner organizations

More information

www.gamelusiveedu.eu



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