



The **GAME-ED: Development of creativity skills by game-based learning methods in adult education** project is funded by the Erasmus+ Programme of the European Union under the Key Action 2: Cooperation for innovation and the exchange of good practices (Action Type: Partnerships for Creativity). The project started in March 2021 and will last until March 2023.

Intellectual output 1

The main objective of the project is to improve the quality of teaching and learning methods used to build and develop creative skills in adult learners. This is to be achieved through the introduction of a game-based learning approach based on originally elaborated studies, guidelines, methods and an educational game for adult educators, and overall to promote game-based learning in adult education.

In October 2021, project partners completed the first intellectual output (IO1), "A collection of methods on building creativity skills in adult education". At the beginning of IO1, they identified and defined the project's key reference concepts (adult learning, competence, skill, creativity, etc.), conducted a questionnaire-based survey and needs assessment related to 21st century skills among adult educators and adult learners, and reviewed the literature to identify the state of the art of research on methods for building creativity in adult education at the national level in each project partner country.

Based on the research conducted in the initial phase of the project and the results of the literature review and needs assessment, the project partners selected several methods to be used to promote creativity in adult education.

Intellectual output 2

The second intellectual output, "Best practices in game-based learning methods in adult education," is a continuation of the work and findings conducted by participating organizations under the first output. The resulting document consists of two main parts: a literature review of best practices in game-based learning that have been implemented at the national level in each partner country - the theoretical approach - and a compendium of best practices in game-based learning used to improve the competencies and skills of 21st century adult learners - the practical approach.

This collection of methods for fostering creativity in adult education, developed as a result of work on IO2, is intended for adult educators and adult learners, as well as all current and future educators/athletes at all levels of education who work with learners of all ages in a variety of settings and activities. This is possible because the methods presented in this document have one distinguishing characteristic - flexibility. Although the focus of the selected methods in this collection is adult education, the methods are adaptable to any educational setting and can be easily adapted to meet the needs of learners of all ages.

The results of IO1 and IO2 (collection of methods on building creativity skills in adult education and best practices in game-based learning methods in adult education) can be found on the website of the project <http://game-ed.eu/> under the IOs. The results are uploaded in .pdf version and all the languages of the project.

From the last meeting!

Covid restrictions have prevented the project partners from meeting in person, but they have met regularly online. At the last meeting, they discussed the status of IO3, "Methodology for the selection of game mechanics suitable for developing creativity development" As the title of IO3 suggests, the deliverable report (which will be available on the project website in March) describes the methodology for developing serious games for lifelong learning contexts that can help students achieve specific learning goals. The methodology was developed based on scientific evidence from research and development in game-based learning over the past 15 years.



PARTNERS

APPLICANT ORGANISATION:

Fontanus Center Ltd (Hungary)

The Fontanus Center is a privately funded research center that has developed numerous modern, innovative, and efficient methods for human development in the 15 years of its existence.

PARTNER ORGANISATIONS:

NetCoGame Gamefull Living Research Center Non-profit Ltd (Hungary)

Founded in 2014, the NetCoGame Player Life Research Center is the first and only Hungarian research center dedicated to gamification. The main goal of the center is to provide various gamification solutions and developments to improve individual and organizational motivation and increase efficiency, researching the advantages and practical benefits of gamification.

Universitatea „Vasile Alecsandri” din Bacau (Romania)

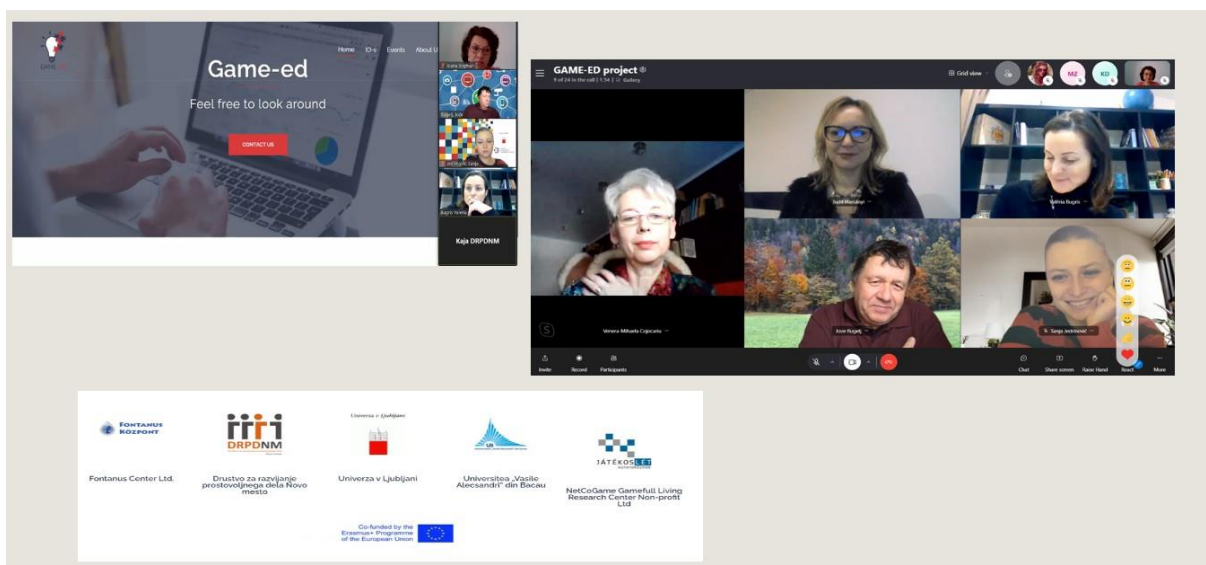
The "Vasile Alecsandri" University of Bacau is a Romanian higher education and research institution with a long tradition of educating and training students in various fundamental areas by building specialised key competencies in accordance with the requirements of the labour market.

University of Ljubljana (Slovenia)

The University of Ljubljana is the oldest and largest higher education and scientific research institution in Slovenia, founded in 1919. The university is among the top 500 universities in the world according to ARWU Shanghai, Times THES-QS and WEBOMETRICS rankings. It occupies a central educational position by providing public services in the areas of special social importance that ensure the preservation of national identity.

Društvo za razvijanje prostovoljnega dela Novo mesto (Slovenia)

Društvo za razvijanje prostovoljnega dela Novo mesto is a non-governmental organisation working in the public interest in the areas of youth, culture and social inclusion. The organisation has a 27-year tradition. It reaches out to over 1.500 organisations and institutions around the world and implements over 30 projects per year.



More information:



<http://game-ed.eu/>



<https://www.facebook.com/Game-ED-104804468398425>

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