



**Gaming in action - Engaging Adult Learners with Games and Gamification  
1<sup>st</sup> Transnational (KickOff) Meeting, 21-22 January 2019  
Minutes Report**

***Attendees:***

1. Ayhan Dağlı (Directorate of CukurovaMEM)
2. Rezzan Balcılar (Çukurova MEM)
3. Hatice Kılınc (MEGİDER - TR)
4. Özcan Yücel (MEGİDER – TR)
5. Mustafa Çürük (MEGİDER – TR)
6. Assoc.Prof.Dr.Gülden İlin (Çukurova University - TR)
7. Assoc.Prof.Dr.Jose Alberto Lencastre (Make It Pedagogical - PT)
8. Assoc.Prof.Dr.Paula Spanu (Polytechnic University of Bucharest- RO)
9. Dr.Mihaela Ulmeanu (Polytechnic University of Bucharest- RO)
10. Dr.Panos Milios (DIAN Training Center - GR)
11. Çetin İlin (Çukurova University -TR)
12. Erdoğan Şimşek (Çukurova University - TR)
13. Metin Demirci (Dalya Agency Ltd.- TR)
14. Kamil Demirci (Dalya Agency Ltd.- TR)
15. Sait Dinç (Çukurova University – TR)

**On Sunday, 20<sup>th</sup> January 2019**

Partners arrived at Masel Hotel, Adana where the participants would stay at.

**On Monday, 21<sup>st</sup> January 2019**

The participants to the Kick-off Meeting were registered and delivered the dossiers, fliers, notebooks and meeting documents. The meeting started at 9:30 as agreed in the agenda (enclosed) proposed by the Coordinator.

As in the Agenda of the meeting; in the morning session; Rezzan Balcılar, who hosts the Kick Off meeting of the project, made a welcome speech and explained the previous and ongoing EU projects at Directorate of Cukurova National Education.

Hatice Kılınc, who coordinates the project, also made a welcome speech and introduced all the the details, the necessities and objectives of Gamification project, emphasizing the budget and explained the Intellectual Outputs of the project to the participated guests in the “Kick-off Meeting” and thanked for their participation.



Ayhan Dađlı, Director of Cukurova District National Education, made a speech about the importance of the project for game based learning in the national education system and thanked the guests joining into the meeting.

The delegates from Cukurova University, explained the importance of EU projects at the universities and gave some advice and financial requirements for completing ERASMUS+ projects successfully.

After the Coffee break, Project Team started up to work on Gamification project in the meeting room of the Directorate of National Education. The presentation the partners had in the meeting was very clear and all the partners now are aware of e.g. what budgets to spend on the application form and the detailed budget approved by National Agency at most and what declarations they had to fill in and collect. They asked some questions about these issues and İlin explained them. At the end, the project partners learnt the financial rules and had information about the budget indicated in the contract.

Project partners all went to have lunch after this speech. After the lunch, project partners introduced themselves and presented their association, institutions, schools and companies and explained their contributions to the project and mentioned about their direct relations with the gaming in action. After these presentations, they continued working on Outputs of Project.

Ms.Kılınç (MEGİDER/TR) started to explain the aims, outputs and travel issues, and all of the partners discussed the Route Map of the project and they agreed on the map.

### **On Tuesday, 22<sup>nd</sup> January 2019**

On the second day, the partners went on working and discussions on the intellectual outputs as represented in the agenda until lunch time. After the results of these discussions, please have a look below.

The participant partners all agreed on the following actions:

- ⇒ Partners discussed on the topics which had to be studied under the project in order to understand the terms "Game-based Learning" and "Gamification", and questionnaire for country survey.
- ⇒ "Training Modules" will be the innovative part of the project.
- ⇒ The contact person of each partner will be the member of monitoring and evaluation team of the project.



- ⇒ The project logo was designed by Dalya Agency and everybody agreed.
- ⇒ Ms.Kılınç kindly asked the partners to check the draft project website ([www.gamificationproject.com](http://www.gamificationproject.com)) which would be completely ready to be used in a month and send more detailed information for themselves to be added in the “partners” section. The partners agreed that they would check and send feedback and some detailed institutional information.
- ⇒ Within two weeks, Jose Lencastre, Make It Pedagogical will prepare a questionnaire for the target group to find out where the questionnaire will be implemented on. This will also be of help in the country survey reports for current gamification implementations in their countries.
- ⇒ Since Jose Lencastre (PT) and Panos Miliotis (GR) have high experiences on gamification assessment, they have added that we have to take the pedagogical approach, technological innovations into the consideration while preparing the gamification tools.
- ⇒ All activities and achievements will be carried out in the time schedule indicated in the IOs by sharing with all the partners in consortium.
- ⇒ The partners will be sent an “assessment form” for each meeting to evaluate the meeting.
- ⇒ Partners need to have their personal e-mail addresses for a better and an easier communication via “[Gmail](#) Group mailing List”.
- ⇒ The First Adana Minutes Report and the first Newsletter will be drafted by MEGİDER until the end of February, 2019.
- ⇒ The date of “the second Transnational Meeting” which would be held in Athens was determined as 15-16 April 2019, by taking all the partners’ opinions. The partners all agreed on the date of the meeting.

In the afternoon and the night of the second day, there was a city tour and cultural activities held by the host partner, Çukurova MEM, TR.

And the following day,

**On Wednesday, 23<sup>rd</sup> January 2019**

The partners all went back to their countries safe and sound.