

Newsletter 3

Gamification Project is a KA2 Strategic Partnership project funded by European Commission under ERASMUS+ Programme. Partner institutions from 4 EU countries (TR, PT, RO, GR) are responsible for the development of the project. The project builds on the aim to highlighting the need for quality pedagogical training on a new technologically digital Era where education has less to do with reproducing information passively and has more to do with the development of creativity, critical thinking, problem-solving and decision-making.

3ª Newsletter do projeto Gamification

A terceira reunião do projecto Erasmus+"Gaming in Action" realizou-se na cidade da Maia, Portugal, nos dias 9 e 10 de setembro de 2019. Estiveram presentes representantes de todas as organizações parceiras.

Durante a reunião, os participantes examinaram o output enviado para a Conferência IBIMA 2020 "State of the Art of Adult Education Trainers on Gaming and Gamification", que foi aceite para publicação e pode ser consultado neste link: <https://ibima.org/accepted-paper/state-of-the-art-of-adult-education-trainers-on-gaming-and-gamification/>

Foi discutido o desenvolvimento de material educacional relacionado com a gamificação. A orientação e a visão da coordenadora sobre o desenvolvimento do projeto foram analisadas, bem como as próximas etapas na implementação de cenários pedagógicos inovadores com formadores de educação de adultos (um objetivo central do projeto).

Além das reuniões, os participantes tiveram a oportunidade de explorar lugares interessantes na cidade do Porto.

No site do projeto poderá encontrar todas as informações sobre esta reunião.

<http://www.gamificationproject.com/>

3rd Newsletter of the Gamification Project

The third meeting of the Erasmus + "Gaming in Action" project took place in the city of Maia, Portugal, on September 9-10, 2019. Representatives of all partner organizations were present.

Throughout the meeting, participants reviewed the output sent to the IBIMA 2020 Conference - "State of the Art of Adult Education Trainers on Gaming and Gamification" - which was accepted for publication. Please use this link to access this item: <https://ibima.org/accepted-paper/state-of-the-art-of-adult-education-trainers-on-gaming-and-gamification/>

The development of educational material related to gamification was discussed. The coordinator's guidance and vision on the project development were analysed as well as the next steps in implementing innovative pedagogical scenarios with adult trainers (a core goal of the project).

Along with the meetings, participants had the opportunity to explore exciting places in the city of Porto.

In the project website you will find all the information about this meeting.

<http://www.gamificationproject.com/>

In this Newsletter we provide a special focus on the Portuguese partner:



Make it Pedagogical is a company that operates in the fields of Education and Training in face-to-face, blended and e-learning scenarios and Management of events and educational projects. In a time of great technological investments, the pedagogical dimension needs to be brought to the forefront of teaching/training and learning processes with technology. Thus, the name 'Make it Pedagogical' was born, firstly as a statement of professional conviction and now as a training company with a pedagogical challenge that is clear in the name that bears.

Make it Pedagogical has been in operation since January 2018 in the city of Porto, Portugal. The company employs highly qualified staffs (with doctorate degrees). Make It Pedagogical has several training programmes underway in Portugal. So far, near to 500 teachers are carrying out the new pedagogical approach designed by Make it Pedagogical: pedagogy-technology-space.

The company is very active in Europe, participating in EU projects in collaboration with European educational institutions and other training providers from several EU countries.

www.make-it.pt



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