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 Gaming in Action
 Engaging Adult Learners with
 Games and Gamification



Newsletter 4





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.

Gaming in Action Engaging Adult Learners with Games and Gamification

**KA204 Strategic Partnership
ERASMUS+ Programme**

Gamification Project started in December 2018 and will be developed up to November 2020.

This project intends to involve institutions from different countries that deal with adult education. We will prepare trainers that will apply the Game-based learning and Gamification innovative pedagogical scenarios orientated, from the pedagogical point of view of the educational practices and monitoring of the process by the universities involved. The main goal is to increase the acquisition of pedagogical innovation skills in these models and to incorporate them in their pedagogical practices.

The methodology is to diagnose the pedagogical models used by trainers in the countries that make up this partnership to identify existing good practices, to share these good practices, to design collaboratively a Game-based learning and Gamification training

plan, to train trainers in the use of these models, to implement new pedagogical practices using mobile devices, monitor trainers intervention with these practices, and evaluate the training intervention process. The importance of transnationality is essentially related to the richness that the diversity of pedagogical practices already existing in each of the countries involved can bring to all partners in this project. Partnership in the project has a multiple character including; one NGO-also the coordinator- (MEGİDER), two universities (Turkey and Romania), two E-Learning Training Centers (Greece, Portugal), one SME (Turkey), and one decision making organisation (Turkey). The participant institutions and the countries are:



Mesleki Girişimciler ve Toplum Gönüllüleri Derneği, **TURKEY**; Make It Pedagogical, **PORTUGAL**; DIAN Training Center, **GREECE**; Bucharest Politehnica University, **ROMANIA**; Çukurova University, **TURKEY**; Çukurova MEM, **TURKEY**; Dalya Agency, **TURKEY**.

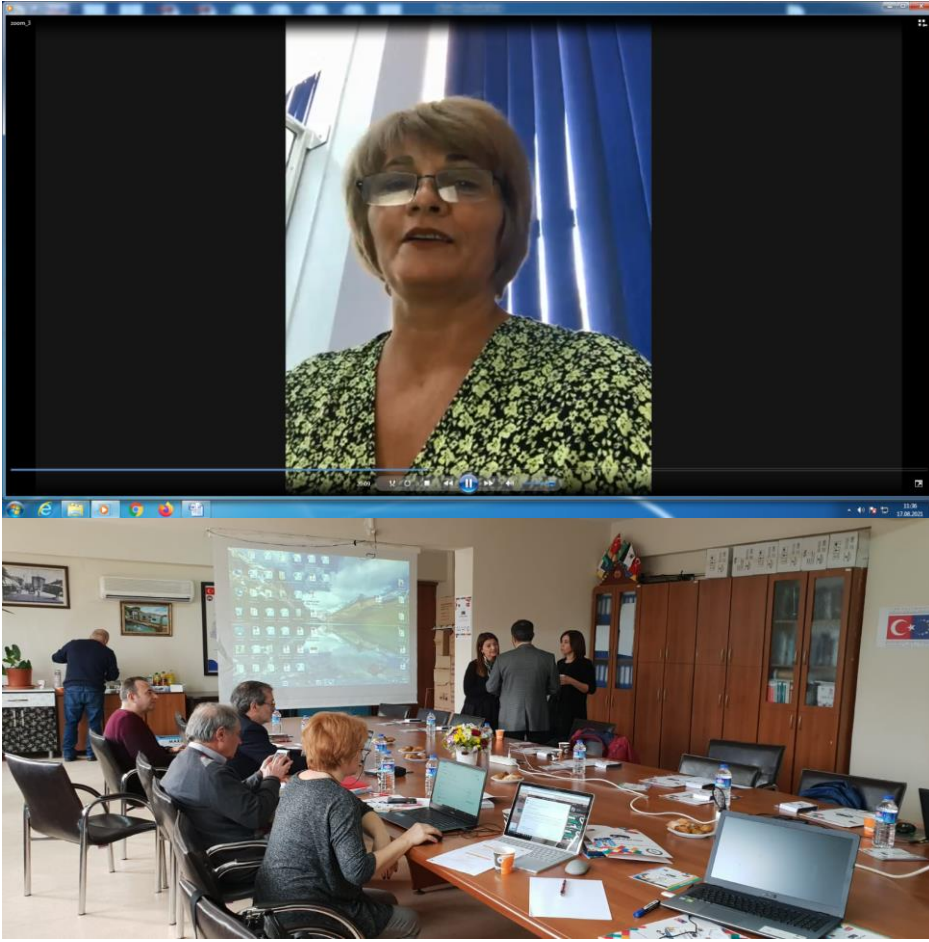
The partners promote common meetings in order to discuss the Project and to pay clear attention to the ongoing achievements and followed pathways.

In this 4th Gamification Project Newsletter we provide a special focus on the Romanian Partner, Universitatea Politehnica Din Bucureşti which has been the host of the Project meeting (on-line).

The participants met as on-line via Zoom in May 2020.

For further information about the Gamification Project, please find us at:

www.gamificationproject.com



Universitatea Politehnica Din București

Universitatea Politehnica Din București is formed by 15 faculties that provide BA, MA, PhD study programmes in computer science, entrepreneurship, business engineering and management, telecommunications and information technology, biotechnical systems, management of technological systems, applied chemistry and material science.

Universitatea Politehnica Din București

The university was founded in 1886 is the largest and the oldest technological university in the country and among the most prestigious universities in Romania.

University POLITEHNICA of Bucharest is formed by 15 faculties that provide BA, MA, PhD study programmes in computer science, entrepreneurship, business engineering and management, telecommunications and information technology, biotechnical systems, management of technological systems, applied chemistry and material science .

Also UPB is a full member in several academic organizations, the main ones being Conference of European Schools for Advanced Engineering Education and

Research (CESAER), International Association of Universities (IAU), European University Association (EUA), Agence Universitaire de la Francophonie (AUF) etc.

UPB participates in hundreds EUROPEAN programs such as LIFELONG LEARNING (ERASMUS or LEONARDO) based on the approved ERASMUS University Charter 2007 – 2013. One of the objectives of the UPB is to create knowledge through research and technological innovation, as well as through its implementation by means of education and professional training at a European level.

Since 2001 UPB has used e-learning platform to provide efficient support to the education process, contributing significantly to the education and knowledge and skill acquiring process.



Gamification Project Partners



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