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Gaming in Action  
Engaging Adult Learners with  
Games and Gamification



# Newsletter 5





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 5<sup>th</sup> Gamification Project Newsletter we provide a special focus on the Turkish Partner, Çukurova University which has been the host of the Project meeting (on-line).

The participants met as on-line via Zoom in Adana, Turkey in June 2020.

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

[www.gamificationproject.com](http://www.gamificationproject.com)



## Çukurova University Adana Vocational School of Higher Education

Being the biggest Vocational School of Higher Education of Çukurova University, Adana Vocational School of Higher Education, in Beyazevler Campus, serves about 6000 students in 15 departments of both formal and distance education.

[www.cu.edu.tr](http://www.cu.edu.tr)  
<http://adanamyocu.edu.tr>

## Çukurova University

Çukurova University Balcali Campus is situated on 20000 decars of beautiful land on the eastern coast of Seyhan dam lake. The University only 10 km away from the city centre is a major one in our country with its modern infrastructure and facilities. It is in the top 10 universities in Turkey and 500 in the world. The university has 18 faculties, 2 Schools of Higher Education, 11 Vocational Schools of Higher Education, 1 State Conservatory, 4 Institutes and 37 Research and Application Centres. 2000 teaching Staff offers education to about 56000 students.

The university campus has a major university hospital, a medico-social unit, guest houses, sports halls and pitches, dwelling houses, recreational facilities, canteens, a kindergarten, a shopping centre, cafes, cafeterias, a post-office, banks, a printing house and a central library with 12000 m<sup>2</sup> of indoor area for 800 readers.

Being the biggest Vocational School of Higher Education of Çukurova University, Adana Vocational School of Higher Education, in Beyazevler Campus, serves about 6000 students in 15 departments of both formal and distance education. It aims to educate well-trained and talented staff in that country needed branches; the interface between engineers and technicians to meet the need for manpower and professional staff, modern and high quality. In the organisation, whose education and training periods lasts for two years, students graduate with the title of technician and professional staff. It promotes training in the departments of Computer Technologies, Electronics and Automation, Electrics and Energy, Audio-Visual Techniques and Media Production, Nursing and Care Services, Construction, Accounting and Tax, Hair Care and Beauty, Machine and Metal

Technologies, Tourism and Entertainment, Material Processing and Material, Motor Vehicles and Automotive, Travel, Textile-Clothing - Shoes and Leather, Food Processing and Wholesale and Retail Departments as formal education and also in the departments of Computer Technologies, Accounting and Tax Applications, Child Development, and Electronical Communication as distance education.



## Gamification Project Partners



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