



Game
ON
LEVEL UP!

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Newsletter

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Ecological Thinking!

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Project Intro

Gamification and game-based learning are being utilized as effective teaching and learning strategies to meet the requirements of 21st-century



education. The systematic study has revealed various advantages of using gamified learning for vocational learners, particularly in increasing motivation, engagement, and academic accomplishment.

Therefore, the **Game on-Level up!** project will focus on enhancing and developing the teaching staff's pedagogical gamification skills through new digital technologies, especially VR and immersive technologies.

With these enhanced skills, teaching staff will be able to create more engaging and motivating learning content suitable for all levels of learners, addressing the emerging needs of the modern work environment.

The project will:

- 1. Elevate Teaching with Digital Gamification** Enhance educators' skills in innovative gamification techniques using digital tools like VR, fostering inclusive and engaging learning experiences.
- 2. Empower Students through Gamification Learning** Encourage students' ownership and expression by immersing them in gamified environments where failure is a stepping stone and exploration is encouraged.
- 3. Inspire Creativity and Motivation** Revolutionise learning by turning tasks into enjoyable adventures, fostering intrinsic motivation and creativity in learners.



The GAME ON-LEVEL UP! RESULTS will be:

- **Gamification Toolbox for Rookies** – A practical online course that empowers VET educators to integrate gamification and serious games into their teaching, culminating in a microcredential to certify their new skills.
- **Game On: Six Serious Games for Education** – A collection of interactive virtual games designed to develop students' soft and transversal skills through gamification and immersive learning. Join us in transforming education through engaging, game-based learning experiences.

San Sebastian Meeting

The **second Transnational Project Meeting (TPM)** for the "Game on - Level Up!" initiative was successfully held on November 5 and 6, 2024, at Cebanc, located in Donostia-San Sebastian, Basque Country, Spain.

Representatives from partner organizations CEBANC, Live, CSV, Kiipula, Deltion, and Learning Digital actively participated in this productive gathering.

Discussions kicked off with a detailed review of Work Package 2 (WP2), the **Toolbox for "Rookies"**, focusing on the results from the piloting phase. An important aspect of WP2 discussed was the **integration of micro-credentials**.

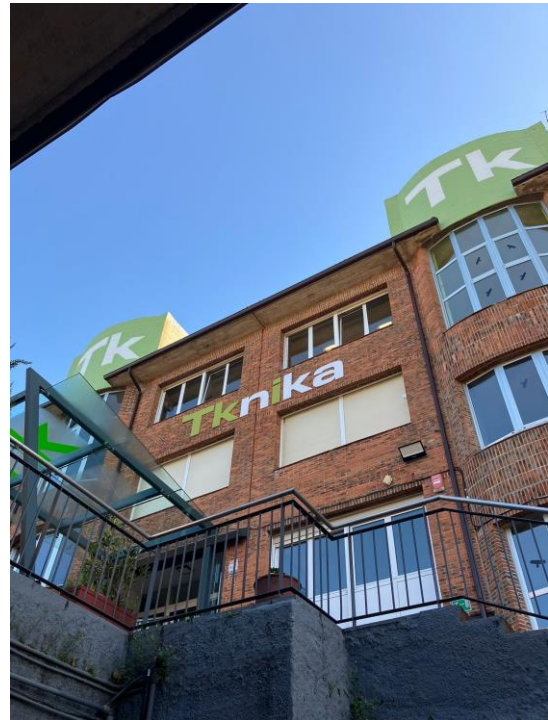
As for the Work Package 3, **Six Serious Games**, partners updated the progress of serious game





developments. Six games are scheduled to be finalized by April 2025. Piloting activities for these games are planned to be conducted by June 2025, ensuring preliminary results are ready for the TPM in Kiipula, Finland. Expected important dissemination outcomes are the 1st Webinar and the Newsletter, both to be delivered before the end of March 2025.

Partners also had the opportunity to visit the immersive and interactive spaces of **Tknika**, a **Basque Country VET applied research center in San Sebastian**, where very interesting presentations on the research being done in vocational training in the Basque Country on gamification were provided among other learning tools. Our objective is to integrate the 6 serious games of the GameOn - Level Up! project into the vocational training classrooms in the Basque Country and all the partners' countries.



Toolbox for Rookies

We're thrilled to announce that the [Gamification Toolbox for Rookies](#) is now live! This online course is designed to help VET educators integrate **gamification and serious games** into their teaching. With six engaging modules, interactive learning, and practical applications, trainers will gain the confidence to transform their classrooms with game-based learning.

But that's not all—learners who complete the course and earn all six badges will unlock access to a **hands-on challenge**, leading to a **microcredential** on [micoo.app](#)! This certification validates key skills in



gamified and immersive learning environments, supporting professional growth and innovative teaching strategies.

Ready to level up your teaching? Explore the toolbox and start your journey today! ☑ Learn more: <https://gameonlevelup.eu/toolbox-rookies/>

Six Serious Games for Vocational Education

We're excited to introduce **six innovative virtual educational games** designed to enhance students' soft and transversal skills! These serious games are **accessible, adaptable across different education levels and fields, and incorporate gamification and VR** to create engaging learning experiences.

By combining **interactive storytelling and pedagogical elements**, we aim to inspire both educators and students to embrace digital learning. This initiative not only boosts motivation and engagement but also equips teachers with the tools and knowledge to integrate new technologies into their classrooms.



Mystery of Prosperitas



Virtual Roleplay



Good Life



The Game of Entrepreneurship



Green Skill in VET



Founder's Journey

Explore the games and stay tuned to start playing! ☑ Learn more: <https://gameonlevelup.eu/six-serious-games/>



Game On—Level Up! International Webinar Recap

The International Webinar on *Gamification in VET* was a huge success! Thank you to all the passionate educators, experts, and partners who joined us to explore how gamification is reshaping Vocational Education and Training (VET).

Throughout the session, we delved into:

- How gamification **boosts student motivation and learning outcomes** in VET
- **Practical tips** on integrating digital tools into teaching strategies
- **Hands-on tools** like the *Toolbox for Rookies* to help educators incorporate game-based learning into their classrooms
- The **6 innovative serious games** developed as part of the *Game On Level Up!* project

We hope participants walked away with valuable insights on designing engaging, interactive learning experiences that prepare students for the future workforce.

✦ **Missed the webinar?** No worries! You can read more in [this article](#) & you can explore all the innovative tools and learn more about our project <https://gameonlevelup.eu/>

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