

Improving VET Distance Learning through a Gamified Asynchronous eLearning Methodology

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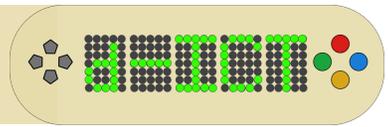
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Project Objectives

- To meliorate the **digital skills and competences** of VET educators in the field of distance learning
- To create an **innovative gamified asynchronous eLearning experience**
- To combine the assets of **gamification and distance-learning**
- To boost the interest and curiosity of **VET learners** and keep them captured in the process of teaching, thus, reducing the phenomena of dropouts due to the boredom non-interactive distance-learning creates
- To empower **interaction and teamwork** with classmates under distance learning circumstances
- To raise awareness about the significance of facilitating the **distance learning methodology** through interactive approaches like digital gamification

ABOUT THE PROJECT



Challenges in Distance Learning

Transition: Unforeseen disruptions increase dropout risks, necessitating innovative solutions



Innovative Distance Learning

Methods: Introducing gamified asynchronous eLearning for post-pandemic education needs



Multidimensional Approach:

Enhancing digital skills, gamified eLearning, merging gamification with distance learning

Potential Impact on VET Education:

Revolutionizing VET with engaging, dropout-reducing gamified learning

Adaptability and Longevity:

Adaptable digital solutions for lasting VET education improvements

Empowerment of Educators and

Learners: Enhancing skills, active involvement in shaping the digital future



Collaborative Communication:

Facilitating interaction, extending benefits beyond participants for VET evolution

Gamified eLearning Solution:

Interactive approach addresses boredom, boosts engagement, and reduces dropouts



Project Result 1

Lessons Learned: Exploring the taken resolutions aimed at facilitating distance learning in the COVID-19 era



Project Result 2

d-ICT e-Toolkit: Introducing distance learning practices and digital tools to facilitate the e-Learning experience and create warm e-Classroom climate



Project Result 3

Honeycomb game: Gamified asynchronous learning experience



The d-ICT project pioneers a paradigm shift in **Vocational Education and Training (VET)**, responding innovatively to the challenges posed by the COVID-19 pandemic. By harnessing **cutting-edge distance learning solutions**, d-ICT aims to equip VET educators with the necessary digital skills and tools to navigate the evolving educational landscape.

At the core of the project lies a comprehensive e-toolkit, meticulously crafted to provide educators with **practical guidance and resources** for implementing effective digital education strategies. Piloting sessions conducted across six countries will serve as **real-world testing grounds**, allowing educators to validate and refine the developed materials in diverse educational contexts.

Ultimately, the d-ICT project aspires to **catalyze a cultural shift within the VET community**, inspiring a commitment to continuous improvement and innovation.

By empowering educators with the knowledge and tools to deliver dynamic digital education, d-ICT aims to pave the way for **a more resilient and adaptive VET sector**, capable of meeting the needs of learners in an ever-changing world.