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NEWSLETTER

BIG STEP: Learning through Gamification – Integration of the vulnerable groups
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BIG STEP: A fun learning experience that helps immigrants integrate into the host country!

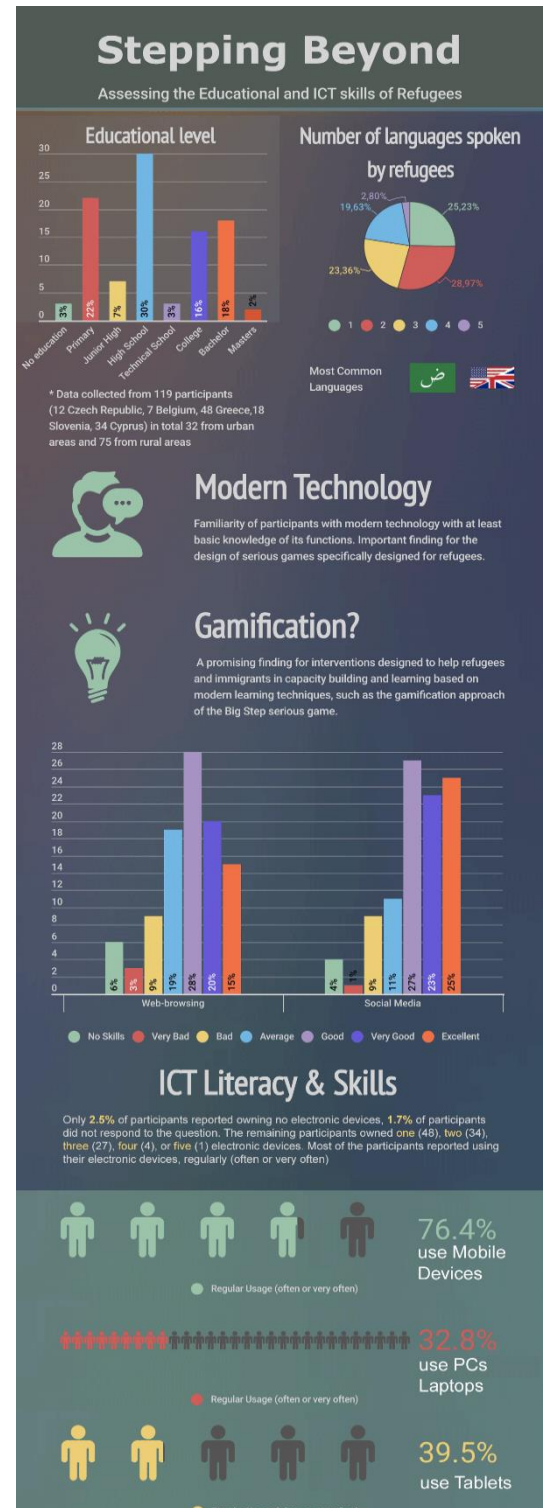
Project “BIG STEP: Learning through Gamification - Integration of the vulnerable groups” is co-funded by the Erasmus+ Programme of the European Union. It involves partners from Belgium, Greece, Czech Republic, Slovenia and Cyprus.

Co-funded by the
Erasmus+ Programme
of the European Union



The **priority of the project** is to create a free online video game that will provide an innovative inclusive educational method for refugees, immigrants beneficiaries of international protection, and other groups and minorities in refugee-like conditions in the European Union. Its main objective is while playing the game to learn elements of the local language, basic communication standards and cultural aspects that will foster integration to and understanding of the welcoming communities.

CHECK THE VIDEO:



GAMIFICATION ROCKS!

Gamification is the application of game design elements and game principles, such as scoring and sportsmanship, in non-game contexts; it employs game design elements in order to improve user engagement, learning flow and evaluation of participants through a digitally-based approach. In other words, Gamification is intended to make educational and training tasks feel more like games.



BIG STEP is divided into 3 main sets of activities:

- IO1** – Research and Preparation,
- IO2** – Design and Development,
- IO3** – Testing and Implementation.

During IO1 each partner organization conducted primary research through **Questionnaires** in order to gather information regarding our target groups' needs, literacy skills and ICT competences. The target groups, mainly refugees, beneficiaries of international protection, were reached through the official reception, protection and support structures that exist in each region. The results from their replies can be seen in the relevant Infographic "*Stepping Beyond*". Furthermore, each partner organization conducted a nationwide desk research to formulate the cultural particularities **Reports** that include all the necessary country information that a foreigner should be aware of in order to live and integrate in the respective country.



BIG

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Third Steering Committee meeting

January 16-17, 2018, Ljubljana, Slovenia - The third Steering Committee meeting of project BIG STEP took place in Ljubljana, Slovenia. We discussed about the results deriving from the implementation of Intellectual Output 1, the current development of the 2-D serious Game and the planning for the implementation of Intellectual Output 3.



Intellectual Output 2 (IO2)

November 11, 2017, Belgium - UCLL held a big dissemination event which many stakeholders participated and gave feedback over the development of the project's Game. (IO2).



During IO2 that began in September 2017, all the information from the previous research activities was gathered and incorporated into the Game's engine, with variations regarding each project country's language and cultural particularities. The Game will be established online, in the platform that will be paired with the project's official website and will be completely free and accessible for all.

Lastly, during IO3 and after the project's technical experts have developed the beta version of the game, we will test the game in the field, i.e. in the reception, protection and support structures of each partners' regions in which refugees, asylum seekers and immigrants live in. We will also create a handbook on how to utilize and promote the game. This process will provide us with necessary feedback in order to improve the implementation and effectiveness of the game's platform. Our target groups and assisting experts will submit their comments that will help us develop and deliver the final version of the game.

Second Steering Committee meeting



April 3-4, 2017, Diepenbeek, Belgium - The second Steering Committee meeting of project BIG STEP took place in Diepenbeek, Belgium during the 3rd and 4th of April 2017, with the participation of partner representatives from Belgium, Czech Republic, Cyprus, Greece and Slovenia. Each partner organization presented the cultural particularities Reports and Questionnaires concerning the implementation of Intellectual Output 1. These Reports shall serve as a guideline for the design of the 2-D serious Game that we are planning to develop through Intellectual Output 2 and test during Intellectual Output 3.



Are you interested in cooperation? Are you working in an organization that deals with refugee issues? Would you like to help people to integrate in hosted countries? Let us know here: info@bigstepproject.eu



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