

Project Description

GAMEland address to this challenge providing solutions for an open education and innovative practices in a digital era. GAMEland Project aims to prepare future university graduates for entry into the European labour market which will be achieved by:

- 1) developing and popularising a model of increasing language competences sought by employers developed by introduction of gamification approach,
- 2) promoting new innovative educational practices, including in particular the use of the latest technological advances in the process of acquiring language skills,
- 3) developing and making available an attractive, intuitive, multilingual and engaging tool, which will be accessible without restrictions free of charge due to, among others, age, place of residence, wealth, mode of education, etc.

In particular, the project aims to build the capacity of higher education and increase the effectiveness of educational practices at the post-secondary level through increasing the level of language competences and development of soft skills of university students in the framework of mobility activities of the Erasmus+ programme.

This will be achieved through the use of innovative teaching methodologies based on simulations, realistic games and scenarios, which will be closely linked to the authentic labour market situation. This scenario-based, multimodal approach will result in spontaneous, multidisciplinary and flexible learning, directly related to the improvement of students' and lecturers' linguistic and digital competences. For those who already have some knowledge and skills from their studies, but lack language experience, the solution will be an ideal way to test their abilities under time pressure and in the face of specific situations. Stimulating innovative learning and teaching practice.

At the heart of the project is the conviction that the aim of university education should not only be to respond to the current needs of the labour market in terms of the skills of graduates, but above all to shape such skills that will prove useful in the long term. Due to changes in the modern globalised world (international projects, new media, migration), mastering a set of soft skills seems to be one of the obligatory requirements — next to professional expertise — that can enhance the efficacy and quality of the teaching outcomes. However, the need to implement soft skills in an educational environment is not always accompanied by training. The existing demand for acquiring a set of prerequisite qualifications can be satisfied by offering soft skills practice training, either within the academic curriculum, or through a synergetic combination of soft skills development with other forms of training. The design and implementation of soft skills training methods that can be offered as part of the curriculum seem to be a solution to the existing demand.

Project Partners:

- Rennes 2 University
- University of Naples Federico II

[More information is available here.](#)