Rennes 2 University

GAMEland

Gamification Assets for Multisensorial Educative tools in Language learning using co-creation for addressing Needs and Desires of students

**** Please note that this project is now finished.***

Project Description

The GAMEland project aims to prepare future university graduates for entry into the European labour market by promoting new innovative educational practices and developing and popularising a model of increasing language competences through a gamification approach.

Gameland will also help develop soft skills 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.

Project Details:

Coordinator: Universita Degli Studi di Napoli Federico II (Italy)

Project Partners:

UNIWERSYTET IM. ADAMA MICKIEWICZA W POZNANIU

BURDUR MEHMET AKIF ERSOY UNIVERSITY

SMARTED SRL

LVIV POLYTECHNIC NATIONAL UNIVERSITY

Project type: Erasmus + Strategic Partnerships

Grant amount: 250,000 euros (50,176 euros for UR2)

Project duration: from 1st October 2022 until 30th September 2025

Contact
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À voir aussi

- GAMELAND Project Website
- The Gameland Project and Rennes 2 University Team up for Innovation in Teaching…