

TRAINING PLAN – UNIT 2 Title: Gamification Action Bound

Partner name: MuLab – www.mulab.it

Country: Italy

Training activity description	EQF level	Learning Outcome	Learning hours	For Reference: Learning materials
<p>Module:</p> <p>EMPLOYMENT IN THE CREATIVE AND CULTURAL INDUSTRIES: Working effectively with Employers in the Creative and Cultural Sector</p> <p>Working effectively with Employers in the Creative and Cultural Sector</p> <p>Gaming has been identified as a vital tool that can be used by a Vocational Mentor for involving both employers and creative young people. The module introduces Gamification regarding strategies, defining the components and recognising the features to be designed and considered when developing a set of any nature (on-line or off-line; single or group, etc.).</p> <p>The final product is the design and delivering of a “Mentoring Event” in Rome, and through this real project, the identified</p>	L 4	LO2 LO4	6 (direct group learning) + 6 (self-directed individual learning)	<ol style="list-style-type: none"> 1. This is the platform used by the TM Italian Team to experience gamification. Actionbound is an interactive geocaching-like app-based game approach for smart phones and tablets. https://en.actionbound.com/bound/villapamphili (02.01.mulab_unit2_GAB_Web Link /file App) 2. 2) This is the presentation made by our Tutor Claudia Matera during the Workshop on Gamification Action Bound (02.02.mulab_unit2_GAB_Presentation /file PDF) 3. These are photos from the workshop organized by Mulab in Italy, illustrating the action (02.03.mulab_unit2_GAB_pics /file PDF)

<p>Learning Outcomes achieved:</p> <p>The strategies of gamification support all the phases, from design to delivery of the final event.</p> <p>TIPS for the trainers: Involve the learning group in a “game” experience before the start of the training.</p> <p>Workshop Leader: Dr. Claudia Matera</p>				
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