

GAME-ED: Development of creativity skills by game based learning methods in adult education

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Coordonator instituțional: Lect. univ. dr. Ioana BOGHIAN

GAME-ED: Development of creativity skills by game based learning methods in adult education

Program: Erasmus+, KA2

Key action: Cooperation for innovation and the exchange of good practices

Action: Partnerships for Creativity

Project number: 2020-1-HU01-KA227-ADU-094052

Project duration: 01/03/2021 - 28/02/2023 (24 months)

Project coordinator: Fontanus Center Ltd., Hungary

<https://www.fontanus.hu/en/fontanus-center/>

Project partners:

Universitea „Vasile Alecsandri” din Bacau, Romania

www.ub.ro

Društvo za razvijanje prostovoljnega dela Novo mesto, Slovenia

<http://www.nevladnik.info/si/>

Univerza v Ljubljani, Slovenia

<https://www.uni-lj.si/university/>

NetCoGame GamefulLiving Research Center Non-profit Ltd., Hungary

<http://www.netcogame.com/>

About the project:

The main objective of the project is to improve the quality of teaching-learning methods used to build and develop the skills of creativity at adult learners by introducing a game-based approach to learning based on originally elaborated studies, guidelines, methodologies and an educational game for adult educators, and overall to promote game-based learning in adult education. The primary target group of the project is represented by adult educators and other personnel who support adult learners, and the secondary target group is represented by adult learners. The main objective of the project corresponds to specific objectives: to improve the professional horizons of adult educators by collecting methods to develop the creativity skills for adults; to expand the knowledge of adult educators by gathering best practices in game-based learning methods; to develop a methodology for the selection of game mechanics suitable for achieving creativity skills; to create a board game developing creativity skills; to identify board games appropriate for game mechanics selected; to prepare a comparison between game-based learning approach and traditional learning approach in adults' skill development.

Intellectual outputs:

IO1 - Collection of methods on building creativity skills in adult education;

IO2 - Best practices in game-based learning methods in adult education

IO3 - Methodology for the selection of game mechanics suitable for achieving creativity skills

IO4 - Creativity developing board game

IO5 - Guideline for the identification of board games appropriate for creativity development

Project website: <http://game-ed.eu/>

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