



GAMWORK

A gamified environment for organising and doing homework

**MOTIVATING STUDENTS AND REDUCE
RELUCTANCE TO HOMEWORK THROUGH A
GAMIFIED ENVIRONMENT.**

Erasmus +

Project 2021-1-EL01-KA220-SCH-000034 399

Co-funded by the
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- HOMEWORK ORGANISATION
- STUDENT ENGAGEMENT
- PROGRESS MONITORING

2022|2024



ABOUT THE PROJECT

The main goal of the project is to develop an online gamified environment, making use of the motivational mechanics of games, helping students better engage with their homework while improving their learning outcomes. One of the aims of the project is to make a shift from the traditional learning processes to the digital. The proposed gamified homework environment will allow the creation of gamified experiences, providing a versatile educational tool that encourages its use in all schools.

The GameWork project focuses on three objectives:

01 Homework organisation - learners can access the environment with their smartphones or tablets and see the daily list of activities, ticking the completed ones.

02 Student engagement - the GameWork project will engage students starting from the early stages of development, allowing the study of their views and ideas about gamified homework.

03 Progress monitoring - The evolution of the student's progress will be monitored, avoiding possible manipulation of the outcomes. Throughout the process, each student will be informed about his/her progress.

PROJECT RESULTS

To ensure that the GameWork project is tailored to the target group's needs, both teachers and students are engaged from the early stages of the project and will have a significant role in formulating the environment's requirements, evaluating, and approving all versions of the gamified environment before releasing them.

Project Result 1 (PR1): Needs analysis, course selection, gamification features - The first project result will allow the investigation of students' views and ideas about gamified homework combined with literature findings. The courses selected to be included in the gamification platform are also based on the feedback from the schools. The needs analysis from the student's feedback would provide the features and courses that will be included in the development creating an environment to fit the students' needs better.

Project Result 2 (PR2): Development of the environment Alpha, Beta and Final version - The iterative development of the gamified homework environment will produce 3 versions of the environment (alpha, beta, and final). The environment will offer a gamification-based approach in which the students will engage in homework-related activities that will help them be better prepared for their studies and the exams.

Project Result 3 (PR3): Implementation, Students' feedback, and Reporting - GameWork partners will start inviting students, teachers, and course creators (primarily teachers) into the environment. The innovative character of this environment will be demonstrated to educators, students, and all types of stakeholders (education providers, local administration), thus having a multiplying effect.



KICK-OFF MEETING IN PATRAS

The Gamework kick-off meeting took place on May 4th and 5th 2022, in Patras – Greece. All partners met on the conference & cultural center of University of Patras, the leading institution of the Gamework Project. After a brief presentation of all participants, the Gamework project idea was introduced along with the financial and administrative issues, and the project quality plan.

The second part of the KOM was about the Project Results (PR) where each one was explained in detail. Then we had a productive round table discussion about the project guidelines emphasizing the relevance of the Needs Analysis (PRT) in the other PRs. After a hard day of work, all partners came together in a cosy dinner for a great small talk and networking!

The second day of the meeting started with the presentation of the project promotion plan and the impact assessment. To finish the work journey, we discussed the next steps and the project timeline. This meeting was the first official step for the development of the Gamework project!



CONTACTS

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PARTNERS



UNIVERSITY OF PATRAS [GREECE]

University of Patras is a public academic institution located at Patras Greece, founded in 1964. The University is situated in Patras, Agrinion, Messolonghi, Aigio, Pirgos and Amaliada. The main campus is located 7 km North East of the city of Patras, in the suburb of Rion, covering a vast area of 4.5 km². The campus lies on the foothills of Mount Panachaiko with a view over the Corinthian Gulf and to the mountains of Central Greece across the sea. The University of Patras is the third largest University in Greece in terms of students, faculty members, administrative personnel, number of departments and degrees awarded.

www.upatras.gr/en/



UNIVERSITY OF MAIA - ISMAI [PORTUGAL]

ISMAI was recognized as a higher education institution (HEI) on October 2, 1991. Since then, ISMAI has expanded its educational offering in the fields of Social and Behavioral Sciences, Business Sciences, Physical Education and Sports Sciences, Communication Sciences and Information Technologies, as well as its physical facilities and is now the 2nd largest private HEI in Portugal. Currently, ISMAI is a Portuguese university that seeks to develop research in the most varied subjects, with the aim of producing high quality scientific knowledge.

www.ismai.pt



ARSAKEIO LYCEUM [GREECE]

The Arsakeio Lyceum of Patras belongs to the most historical educational organization in Greece, the Philekpedefitiki Eteria and is a non-profit organization. Arsakeia Schools exist in several places in Greece and they are attended by about 7000 students. Arsakeio Patras was founded in 1892 and since then has been a provider of education and culture for Patras and the wider region, Western Greece. It is a school of general education and participates in activities with cultural and technological content.

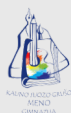
www.arsakeio.gr/gr/patra/patra-high-school



AGRUPAMENTO DE ESCOLAS DE FREIXO [PORTUGAL]

Freixo School Cluster is a low secondary public school with nearly 600 students and 65 teachers. In our village, Freixo - Portugal, we assume the leading reference in the field of education, sports, culture and technological experiences. Our ability to create and implement projects has resulted in achievements and partnerships that allowed us to improve resources and educational experiences for our students. Our partners are a fundamental part of the process, to create unique opportunities for learning, improvement and evolution, for an open and attentive school to the world. We anticipate the Future!

www.aefreixo.pt



KAUNAS JUOZAS GRUSAS ART GYMNASIUM [LITHUANIA]

Kaunas Juozas Grusas Art Gymnasium is an educational institution containing more than 1200 students, aged 7-19, and more than 100 teachers. The gymnasium is located in the second largest Lithuanian city, Kaunas. It was founded in 1988 and it is named after a well-known Lithuanian writer, editor, dramatist and playwright, Juozas Grušas. The gymnasium implements the programmes of primary, basic and secondary education as well as the programme of non-formal education of Art and Technologies. The objective of the school strategic plan and the annual work programme for the gymnasium is to become a member of STE(A)M school net, participate actively in STE(A)M initiatives, strengthen partnership and international cooperation, and develop creativity.

www.grusas.kaunas.lm.lt