



GAMEWORK LEAFLET # 2

AUGUST 2023



@gamework8932



gamifiedteam



gamework_project_eu



game-work.eu



Test Piloting Session at SQLab, Upatras!

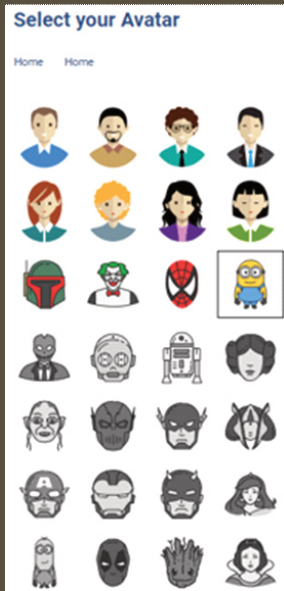
We are excited to share the successful completion of a unique piloting session for the beta version of our GameWork platform. This event took place at SQLab in Upatras during the summer school session.

Three high school students had the unique opportunity to use our platform while we monitored the process with state-of-the-art eye-tracking technology. This hands-on experience allowed them to be at the cutting edge of gaming technology and contribute to its evolution.

Our monitoring was conducted using Tobii Pro Glasses 3, which enabled us to collect eye-tracking data from mobile devices. Additionally, we used Tobii T60 for desktop monitoring, providing us with a comprehensive set of eye-tracking data.

The collected data has been meticulously analysed, and the results have been instrumental in enhancing the UI/UX of our platform. The invaluable insights gained from this session will shape future releases of the GameWork platform.

New Gamification Features in Beta version

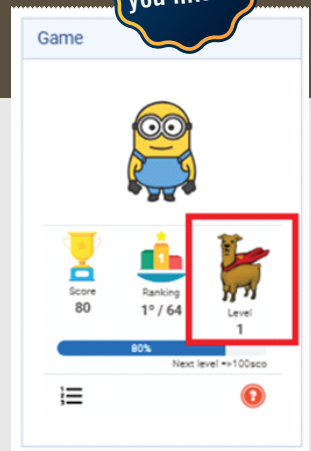
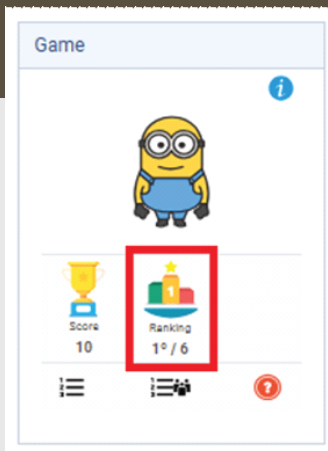
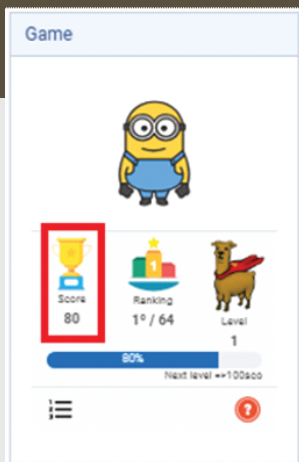


In Beta version will be included new features to enhance the gamification environment and make it more appealing and functional to students and teachers, such as:

- ♣ The possibility to create new accounts for users and also to retrieve their passwords;
- ♣ The platform will support new languages like Greek, Lithuanian and Portuguese;
- ♣ The gamification environment will be illustrated with new level icons, new badges, distinct ranking and distinct scores;
- ♣ There will be a new and colourful template to make the gamework interface more appealing to all users.

With all this new gamification features, the gamework environment will definitely be more interesting and engaging.

We hope
you like it!



Gamework environment

The GameWork environment features functionalities that were defined in detail in PR1. Such features include: allowing students to self-evaluate their homework progress, further motivating students that delay, introducing healthy competition among students (using awards and leader boards), offering rewards to students, allowing the teachers to monitor the activities (both progress and correctness), and allowing teachers to modify future homework based on students' progress.

This innovative approach towards gamified homework uses gamification elements in real-time assigning and monitoring students' homework. The gamified environment focuses on three precise objectives:

1) Homework organisation

This functionality allows the student to see a complete overview of their homework at a glance and supports them to better estimate, organise, and, in the end, complete their homework.

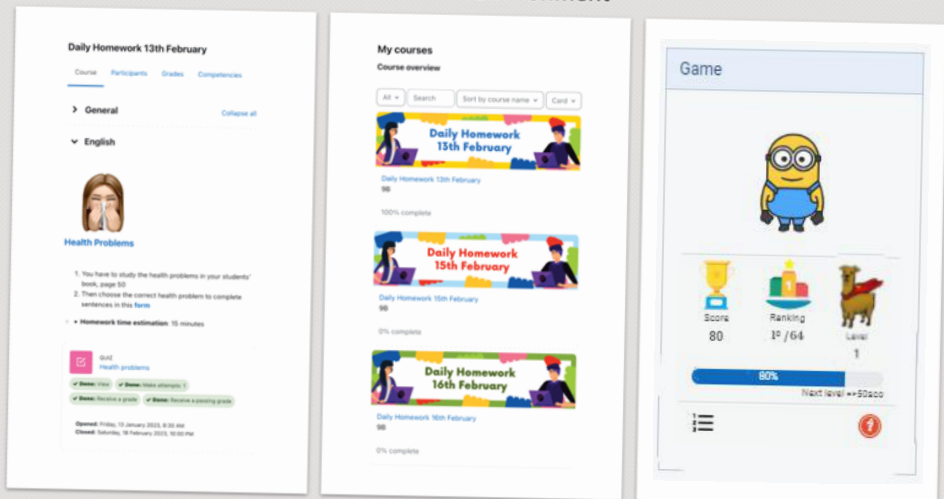
2) Student engagement

The gamified features of the environment engage the students and motivate them to do their homework.

3) Progress monitoring

Some gamification elements serve as performance metrics that help students and teachers monitor students' performance. Also, teachers have separate student performance analytics that help them gain insights regarding the strengths and weaknesses of each student individually and the progress they record.

GameWork environment





Transnational Project Meeting in Portugal – UMaia

The 3rd Transnational Project Meeting of the GameWork_Project took place on June 29th - 30th at the Universidade da Maia - UMAIA in Porto, Portugal. During these two days, representatives from various organizations gathered to discuss, exchange ideas, and determine the final direction of the project. Moreover, we had the privilege of visiting the facilities of the SUPERTABi project, implemented by the Municipality of Maia.

This project aims to integrate technology into schools and education through different pedagogical models and learning spaces. We gained valuable insights into its implementation and acquired good practices that can be applied during the piloting phases of our own GameWork project.

Stay tuned for further updates on the progress of the GameWork project!