

CASINO NEWSLETTER

ISSUE
NO.1

THE VET-IFICATION OF ONLINE GAMING THROUGH INNOVATIVE CHALLENGE BASED LEARNING

WELCOME TO THE CASINO PROJECT! ABOUT: THE GAMIFICATION OF VET

Who says learning has to be boring? The CASINO project proposes a **challenge-based learning approach** to be developed keeping in mind the NEET target group.

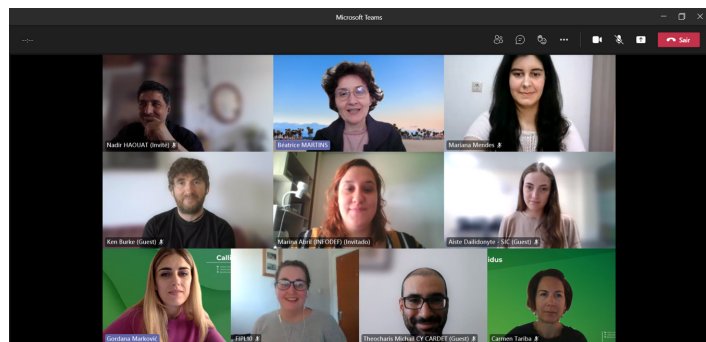
This innovative approach should encourage NEETs to engage in the learning process and feel motivated to acquire and develop some core skills necessary for their integration in the education system and/or in the workforce.

During the project's lifecycle, up to **192 digital breakout challenges**, with 24 being developed in each partner language, ranking from introductory to expert levels. They will be freely accessible in an online platform optimized for smartphones and tablets.

KICK-OFF MEETING

The first meeting has already taken place. The partners gathered online to plan activities and discuss project implementation.

More to come soon, so stay tuned!



PARTNERS

AGFE

France
www.agfe95.eu

INFODEF

Spain
www.infodef.es

FIP

Ireland
www.futureinperspective.com

CARDET

Cyprus
www.cardet.org

FHB

Germany
www.skillselevationfhb.com

RIGHTCHALLENGE

Portugal
www.rightchallenge.org

CALLIDUS

Croatia
www.ustanovacallidus.hr

SIC

Lithuania
www.socin.lt

PROJECT RESULTS



**Compendium of Digital
Breakout Challenges**



**In-service Training for
VET tutors**



CASINO MOOC



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