

NO.2

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

THE CASINO PROJECT

The CASINO project, which aims to motivate NEETs back into education or the job market through challenge based learning and online gaming, has reached 6 months. During the first phase of the project, the consortium has worked towards the preparation of a collection of digital breakouts, a training programme for tutors, and to develop an online learning platform where learners can easily and freely access all of the CASINO resources.

PARTNER MEETING

On the 21st and 22nd of october, 2021, the CASINO partners have met to discuss the current state of the project and the following steps.



NEXT STEPS...

Partners will continue working development of the resources and transversal activities. All of the breakouts are expected to be finalised and reviewed in early 2022. The division of work for the development of the inservice training has also been done and its development is about to start.

STATUS OF THE PROJECT RESULTS

Compendium of Digital **Breakout Challenges**



Partners have already started developing the first digital breakouts. To guarantee the quality of the resources, an evaluation rubric is being used to review the digital breakouts.

In-service Training for VET tutors



The consortium has conducted a questionnaire to access the training needs of VET tutors, as to offer them the most suitable training programme. Education professionals from all partner countries have answered the survey. Partners have prepared national reports to summarise and analyse the results.

CASINO MOOC



The prototype of the CASINO MOOC is currently being developed and tested. Its modern design and high responsiveness is sure to attract the learners. The open badges which will work as a reward for completing the resources have also been designed.

CASINO WEBSITE

The project website is already online. Visit us at www.casino-project.eu.

You can also follow our activities at:















