# CASINO NEWSLETTER

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

## THE PROJECT COMES TO AN END

The CASINO project, the VET-ification of online gaming through innovative challenge based learning, has proposed an innovative approach that aimed to engage the NEET target group in education and the labour market by using digital breakouts as a means to increase their skills in literacy and alphabetisation, numerical reasoning and understanding, critical and creative thinking, sense of initiative, learning to learn, and digital and technology-based competence.

For two years, the partnership has worked on the development of these resources, of a training programme for educators who wish to increase their skills and knowledge to teach online, and on an online platform that turns all of these materials accessible to the whole community.

## THANK YOU!

We would like to thank all the partners for the work they developed and for their teamwork and all the stakeholders who have supported the project and helped increase the quality and visibility of CASINO.

**AGFE** 🇫🇷
www.agfe95.eu

**INFODEF** 🇪🇸
www.infodef.es

**FIP** 🇮🇪
www.futureinperspective.com

**CARDET** 🇨🇾
www.cardet.org

**FHB** 🇩🇪
www.skillselevationfhb.com

**RIGHTCHALLENGE** 🇵🇹
www.rightchallenge.org

**CALLIDUS** 🇭🇷
www.ustanovacallidus.hr

**SIC** 🇱🇹
www.socin.lt

## EVENTS

For the past few months, the CASINO partners have organised various events in all the countries involved.

- **Piloting events**
These events were done to test the CASINO materials, finding any technical issues and assessing how well they perform with the target group members.
- **Pop-up Gaming Hubs**
In the Pop-up Gaming Hubs, partners presented the project and the results to target group members, stakeholders, and the general community.

## PROJECT RESULTS

🌐 www.casinoprojectmooc.eu

Through the CASINO MOOC, you can have free access to the project results. Here, you will be able to find:

- **A compendium of digital breakout challenges**
If you are looking to learn more and increase your attractivity in the workforce, try these learning games
- **A training programme for VET educators**
If you are an education professional, you can take our course about online learning. You can learn about online teaching tools, how to create resources for online learning, and how to use digital breakouts with your learners.

## FOLLOW US

🌐 **www.casino-project.eu**

📘 **@casinoproject**