

PROJECT DEVELOPMENT NEWS

ECHOO PLAY NEWSLETTER



ABOUT THE PROJECT

Goal: To test, adapt and implement a brand-new methodology that could support educators to direct learners to careers and foster their guidance roles.

Impact: Educational play method based on LEGO® Serious Play and a board-game aimed at more effective career identification.

Partners: The project brings together partners from several countries, both academic and private, with the synergic power to reach a large and diverse audience. Those partners are:

Miðstöð símenntunar á Suðurnesjum (MSS), Iceland,

Kelje Production, France

EURO-NET, Italy

Studiodomino, Italy

University of Turku, Finland

Support: Erasmus+ Programme of the European Union

TRANSNATIONAL MEETINGS

Since the Joint Staff Training Event in Iceland, a few more transnational meetings have taken place. **The third** transnational meeting was held in Potenza, Italy on November 7th-8th, 2022.

The group had a brainstorming session about the project status, its sustainability and its stakeholders. The board game has been tested by Kelje Productions with promising results and translations into Italian, French and Icelandic are starting. **The fourth and final** transnational meeting was held in Turku, Finland, where participants trained in using the finalized board game. The whole team was



Testing of Skills Academy Board Game for Occupational Orientation

pleased with the results.

THE BOARD GAME

One of the intellectual outputs of the Echoo Play project was a board game related to supporting and developing occupational orientation of its participants. It is an OER (open educational resource) which is intended to be played with different target groups (e.g. students, unemployed, migrants) of vocational education and training. It is supported and guided by trainers, educators, career coaches, and counsellors in organizations and institutions related to the career, employment and job search. The game acts as an inspiring and motivating tool by providing information and perspectives and supporting participants in understanding the diverse needs and sit-

uations of current working life and the labor market. The common game development process was led by KELJE (France), who, in addition to designing the philosophy of playability and game mechanics, was responsible for the stages of the process and for transporting the idea to the level of functional practices.

MULTIPLIER EVENTS

Each country conducts several multiplier events in March and April 2023 where the intellectual outputs of the project are introduced and practiced. The results have been very positive, regardless if participants observe a presentation, use the LEGO® bricks for Career Identification or The Board Game for Occupational Orientation.