

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

The team started work in the middle of the COVID-19 pandemic by meeting online. The first transnational meeting was held in Potenza, Italy in November 2021, hosted by EURO-NET, where ideas began to merge for the design of a board game and LEGO® Serious Play was introduced as a background concept for a new methodology. The second transnational meeting took place in Macon, France in March 2022, hosted by Kelje Production, where the basic elements of the board game were decided upon by the team and intensive project plan created for all partners to work on completion of all the elements of the game.



Testing of LEGO® SERIOUS PLAY® in MSS location, Iceland, June 2022.

LEGO® BRICKS FOR CAREER IDENTIFICATION

The methodology has been influenced by a method called LEGO® SERIOUS PLAY®, invented in the 1990s by the LEGO Company. During development, the team used LEGO® bricks together with some pedagogical and didactical elements but also intensive gamification elements and practical points of views coming from guidance, counselling and coaching methods. The methodology will be used to support educators for a better career identification. The end-users will be students, unemployed and migrants. It aims to develop meaningful results, reflections and insights by the users.

JOINT STAFF TRAINING

The Joint Staff Training Event started in Iceland in June 2022, hosted by MSS, where Creative Problem Solving Methodology for education was tested and developed further. Giorgio Beltrami and Peppino Franco introduced LEGO® SERIOUS PLAY® with project partners and a few invited employees of MSS. The staff from the University of Turku presented a lecture on gamification pedagogy and staff from MSS conducted an exploration on the gamification elements to be used for the boardgame.