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# Sparks

The official **newsletter** of the Sparks Project

**March 2022**

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## The Sparks Project

**Sparks** is a **Strategic Partnership** co-funded by the **Erasmus+** Programme of the European Union and implemented by six organisations:

- |   |  |
|---|--|
|  Lascò Srl         |  KEAN                            |
|  Bexley C-Level IT |  ECOS                            |
|  Femxa Formación   |  Center for Innovative Education |

**GOAL:** develop **innovative tools** for Vocational Education and Training providers **to gamify** their online courses.

## CURRENT PROJECT STATUS

 Transnational Research "Gamification and Game-Based Learning: Best Practices and Requirements for Digital Environments" 

 Conceptual Framework for Gamified E-Learning Programs 

 Templates of Gamified E-Learning Programs

## A new **Conceptual Framework for Gamified E-Learning Programs**



[www.projectsparks.eu](http://www.projectsparks.eu)

Providing vocational teachers and trainers with **a reference structure to design gamified e-Learning experiences**: this is the purpose of our new “Conceptual Framework for Gamified E-Learning Programs”, released at the beginning of March 2022.

Divided into eight conceptual blocks, the Framework proposes an iterative and incremental process to design gamified e-Learning programs, guiding teachers and trainers through thirty-three actions and multiple combinations of over fifty game elements identified in best practices of gamification and game-based learning analysed by the project consortium in Italy, Romania, Greece, Poland, Portugal and Spain in 2021 in the scope of transnational research on “Gamification and Game-Based Learning: best practices and requirements for digital environments”.

**Over 200 Vocational Education and Training providers and learners** from the six countries contributed to shaping the final product:

- 80 students engaged in semi-structured interviews, supported the analysis of the characteristics, needs and challenges that learners of different vocational education and training establishments face during their online learning journeys;
- 138 VET experts participated in the validation of the product, aimed at evaluating its clarity, logic, effectiveness, suitability for the target groups and comprehensiveness.

### The ePublication

Conceptual Framework for Gamified E-Learning Programs  
 DOI: 10.5281/zenodo.637431



[DOWNLOAD](#)

[READ IT ONLINE](#)

## III Transnational Project Meeting in Romania



On the 12 and 13 March 2022, the members of the Project Management Team and Quality Assurance Committees of the Sparks Project Consortium met in Constanta, Romania, for the third transnational project meeting.

Hosted by Bexley-C Level IT, the partners:

- analyzed the results of the project's second intellectual output, a **Conceptual Framework for Gamified eLearning Programs**, validated and refined with over 130 Vocational Education and Training experts in Greece, Italy, Spain, Romania, Portugal and Poland;
- discussed the work ahead to implement the Framework with VET teachers and trainers and ultimately translate it into **Templates of Gamified eLearning Programs** to support teachers and trainers to develop autonomously gamification-based learning experiences for their students.

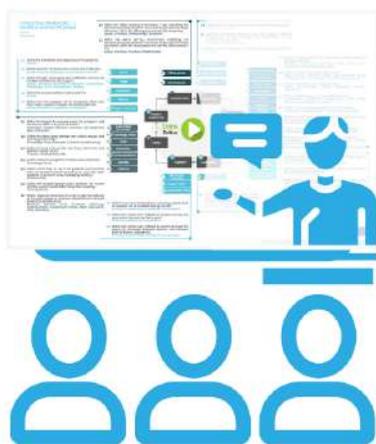
## Templates of gamified e-Learning programs

Six templates of gamified e-Learning Programs designed with and for VET teachers and trainers, applying the principles of our Conceptual Framework

From March to June 2022, our teams will be working on the development of **templates** of gamified programs. They will be based on our Conceptual Framework, and therefore built on the most successful (derived from the identified best practices) and required (derived from the focus groups with a representative sample of the target group) elements, dynamics and mechanics of gameplay in both offline and online learning environments.

The Templates will be designed to be flexible and work with any curriculum, and provide learners with key competencies for lifelong learning: digital and technology-based competencies, interpersonal skills, the ability to adopt new competencies, problem-solving, leadership, autonomy and responsibility, decision making, and adaptability to change.

### HOW



**ONE CO-CREATION LAB** per partner  
with **min. 20** VET teachers and trainers

We will implement the Framework with teachers/trainers to  
outline an eLearning program following the Framework's  
activities and guidelines

we will guide them to implement the actions for all the  
eight design stages of the Framework.

**Would you like to participate? [Contact us.](#)**