

Sparks

The official [newsletter](#) of the Sparks Project

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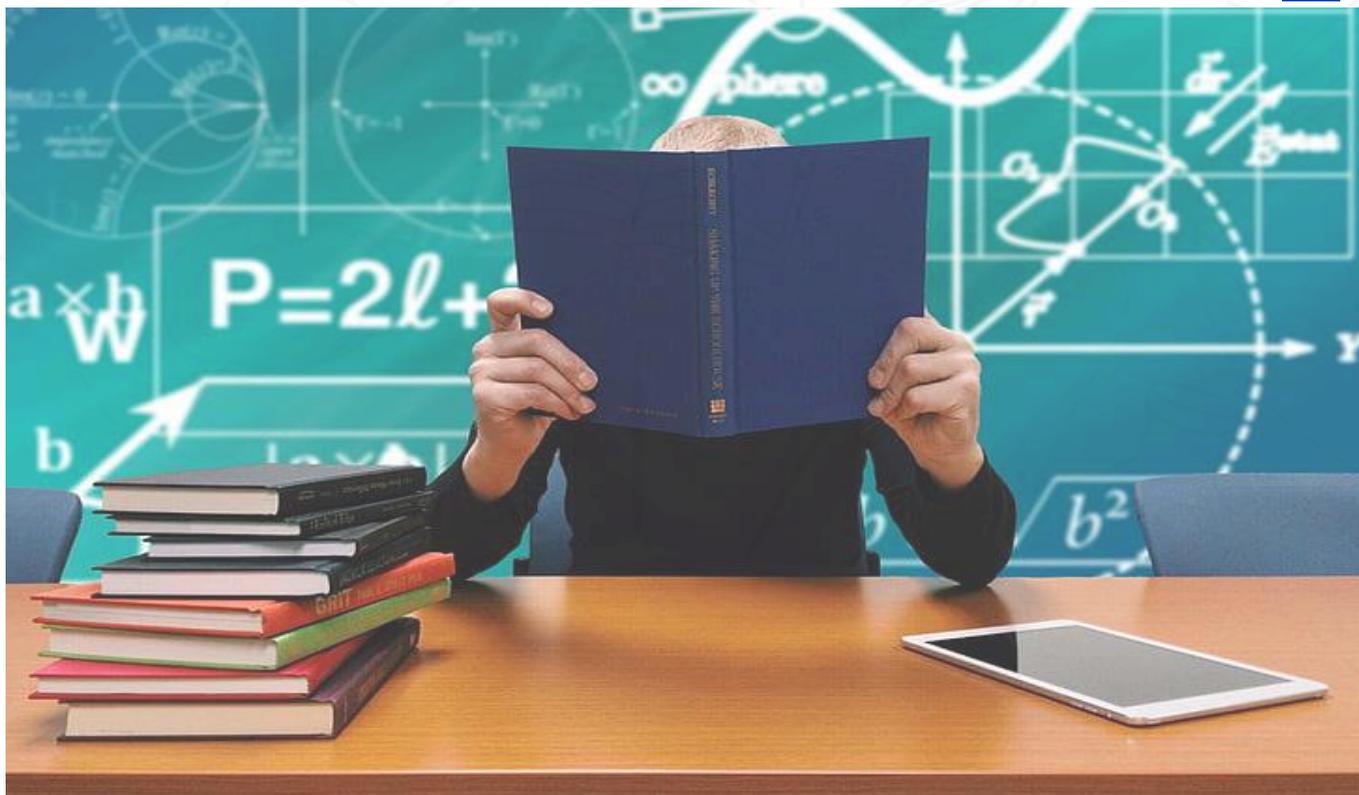
The Sparks Project

Sparks is a **Strategic Partnership** co-funded by the **Erasmus+** Programme of the European Union and implemented by six organisations from, Greece, Italy, Poland, Portugal, Romania and Spain. The main **goal** is to develop **innovative tools** for Vocational Education and Training providers **to gamify** their online courses: a new **Conceptual Framework** for Gamified e-Learning Programs and an **e-Learning Platform** to let VET providers deliver innovative online learning experiences with the use of gamification.

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
-  Sparks E-Learning Platform



 Guidance Materials

Guidance Materials

To support vocational teachers, trainers and learners in using the project e-learning platform, the consortium developed **a set of support resources and tools**: e-learning modules and video tutorials for teachers and trainers, a user manual for learners, and use cases for instructors and trainers.

These resources aim to equip educators with the necessary knowledge and know-how to effectively deliver creative and engaging online and remote learning experiences, through gamification.

10

Learning Modules

for educators

8

Video Tutorials

for educators

1

User Manual

for students

30

Platform Use Cases

for educators



E-Learning Modules

1 **Instructional design in E-learning: Principles and foundations**

In this module, educators can find tips here to enhance the way they teach, even if are an instructor, mentor or youth worker experienced in offline education.

2 **Stages of E-learning: the “Five-Stage Model”**

The Model provides a framework for learning designers to create structured and paced e-learning programs to support the students’ online learning journey

3 **Understanding Gamification & Game-Based Learning**

In this module, the distinction between Gamification and game-based learning (GBL) is addressed.

4 **Best practices in Game-Based Learning and Gamification**

In this module the consortium identified 48 examples of successful experiences in Game-Based Learning and Gamification, both in offline and online environments.

5 **Introduction to the Sparks’ Conceptual Framework for Gamified e-Learning Programs**

This module is a reference structure that can be used to plan a gamified course or single learning experience.

6 **Sparks conceptual framework. How to design a programme?**

In this module it is explained how teachers can use the Conceptual Framework to design a gamified learning program.

7 **Templates for Gamified Learning Programs**

This module is designed with and for education and training experts and practitioners to program and learn how to use the templates to deliver engaging gamified learning experiences.

8 **Gamified learning programs on Sparks.eu: Planning**

The Sparks Conceptual Framework provides a big help as a support tool for the planning of your gamified course

9 **Gamified programs on Sparks.eu;Executing**

In this module, after the planning phase of the gamified programme, both the trainer or teacher and the students must familiarise themselves with the Sparks platform.

10 **Gamified programs on Sparks.eu: Monitoring & Controlling**

Since effective monitoring and control over the Sparks platform is necessary, the support phase of the Sparks conceptual framework must be closely examined in this module.

Sparks Platform Video Tutorials

The consortium developed eight video tutorials of the Sparks e-learning platform addressed to teachers and trainers. Particularly, the **video tutorials** cover the following topics:

- 1 **Getting started**
- 2 **Set up a program**
- 3 **Adding content**
- 4 **Refine and publish your course**
- 5 **Manage students and teachers**
- 6 **Conduct assessments**
- 7 **Monitor engagement and track progress**
- 8 **Technical support**

The overall aim of the tutorials is to provide users with a step-by-step overview of the actions to build a program on Sparks' e-learning platform and, ultimately, increase their awareness and understanding of how to use it to achieve their educational objectives effectively.

User Manual for students



Any students using the **Sparks e-learning platform** for the first time will find the **User Manual** helpful. A manual is a user-friendly tool divided into four sections: the first part is a brief introduction so that learners can begin to become familiar with the platform; the second part contains all the instructions on how to

manage and view the personal profile; the third section contains all the instructions on how to manage the courses learners are enrolled in, slides showing all the course pages so that learners can make the most of everything the platform has to offer, while the fourth section contains support tools.

Use Cases

The consortium interviewed teachers and trainers to collect use cases for the platform to create an engaging gamified experience for learners. This collection seeks to provide educators from different fields (e.g. High School CTE programs, Tech prep education, Postsecondary vocational school,



Apprenticeship programs, On-the-job training, and CVET) with examples of how to use and integrate the platform into their work.