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Erasmus+

# PRESENTATION OF PROJECT PARTNER INSTITUTION

KICK OFF MEETING, 28. 1. 2021

ERASMUS + KA2: DISTANCE LEARNING FOR VULNERABLE ADULTS

Svetlana Smirnova



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# METHOD IMPLEMENTATION

Method of gamification  
“Guess if you can”



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# METHOD IMPLEMENTATION

- Place – Narva, Estonia
- Number of participants – 10
- Age of participants – 35 -60
- Computer skills – 0-4 points from max 10
- Distance tool - ZOOM
- Implemented by Svetlana Smirnova





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# METHOD DESCRIPTION IN ORIGINAL VERSION

- The participants try to guess different occupations. By asking questions, they try to gather as much information about each occupation as possible. The game is finished when they guess all the occupations. They sum up the characteristics of each occupation and conclude with a group conversation in which they evaluate their newly-acquired knowledge.



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## STEPS OF IMPLEMENTATION

- The method has been slightly modified:
- Every unemployed person has seen a set of pictures. Each participant chose the one he liked the most. He wrote a story about the chosen profession according to the list of questions indicated in the method. Plus two questions more “what attracts the people in this profession?” and “why do they want to work in it?”



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# STEPS OF IMPLEMENTATION

- Participants wrote a description. Then, in turn, everyone read their description and the group guessed the number of the picture and what profession the participant described. Then the participant himself called the correct question.





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## STEPS OF IMPLEMENTATION

- After all the participants had spoken their stories, there was a general discussion about what other profession this or that picture could describe. For instance, where a man in a suit stood, they considered options that it could be a director, a banker, a manager, a deputy, an actor during filming, a mayor, an engineer, etc. Thus covered the discussion of a larger number of professions and ideas about them.



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## ADVANTAGES OF METHOD USED:

- - participants gained experience in Zoom
- - different stories about the same picture were interesting, which shows different points of view of the participants, and can also be successfully used to discuss the topic “We see the same thing, but our perception is different”
- - some participants saw advantages in some professions that they had not even thought about. One girl decided to learn more about working in a travel agency
- - the game form quickly returned the participants to a resourceful state, despite the stress associated with the difficulties in working with a computer
- - the description of various professions in a positive way and the discussion in the group served as a motivating step for further discussion of the job search





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## DISADVANTAGES OF METHOD USED:

- - lack of computer skills in 80% of the group
- - difficulty in connecting the program if it has never been used by participants before
- - a delay due to the fact that the participants could not log into Zoom in a timely manner
- - required individual assistance of the teacher
- - if the participants did not have a camera or microphone, then communication was limited to chat
- - for some participants it was a lot of stress, which contributed to a distorted mood for the game



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# THE MOMENTS FOR IMPROVEMENT:

- - allow extra time for everyone to enter the program
- - have the skills to respond quickly to requests for help
- - have an alternative source of communication with participants in case of assistance in starting the program
- - prepare and pre-send a step-by-step instruction to the participants on installing the program and its elementary use



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## THE IMPLEMENTATION OUTCOMES:

- Very method for group of unemployed people
- Need the additional preparation activities for participants who doesn't have enough computer skills
- Can be used for another learning group (e.g. teenagers)
- Can be modified according the group needs



# THANK YOU FOR ATTENTION!