

## C1 + C2 – Smart Gamification in Practise

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### C1 activity

**Date** (in person activity): 9-13 May 2022

**Venue:** Lodz University of Technology, Lodz, Poland

**Participants:** 5 students per partner institution (5 from UAH) → 20 in total

### C2 activity

**Date** (in person activity): 7-11 June 2022

**Venue:** University of Applied Sciences in Saarbrücken, Germany

**Participants:** 5 students per partner institution (5 from UAH) → 20 in total

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### Main objective of C1 activity

The main goal is to gain practical experience in gamification with a combination of role assignment according to the [Gardener's specializations](#).

### Organizational details of the event

During 5 days in Lodz, students will take part in activities with TUL STEM teachers (teachers from partner universities could be also involved); new didactic methods and IT tools will be implemented then. These methods and tools will include: individual work (e.g. presentations, mini PBL), team work (e.g. jigsaw, STAD), discussions (e.g. fishbowl), learning insights (e.g. high five). Each day, students will have 1 morning session and 1 afternoon session. At each session, they will be introduced to one method/tool. On the fifth day, a summary session will be organized, during which students will give feedback on the usefulness of each of the gamification methods presented during the training.

During the week, students will be included in the city game, which will allow them to get to know the university campus and the city of Lodz better. We hope that it will be an attractive diversification of students' stay in Lodz.

### Proposed preliminary programme

Day 1	Day 2	Day 3	Day 4	Day 5
9-12.00 Morning session	9-12.00 Morning session	9-12.00 Morning session	9-12.00 Morning session	9-12.00 Morning session
12.00-13.00 Lunch	12.00-13.00 Lunch	12.00-13.00 Lunch	12.00-13.00 Lunch	12.00-13.00 Lunch
13.00 -16.00 Afternoon session	13.00 -16.00 Afternoon session	13.00 -16.00 Afternoon session	13.00 -16.00 Afternoon session	13.00 -16.00 Afternoon session
16.00-20.30 City game + networking	16.00-20.30 City game + networking	16.00-20.30 City game + networking	16.00-20.30 City game + networking	16.00-20.30 City game + networking

**Proposed follow up:**

C1 will be followed by online learning activities conducted via WBS LearnSpace 3D to continue the gamification process before the next meeting – C2. C2 will provide a space with new activities and a scope to discuss online activities, apply for badges and distinguish the leaders of the whole process.

**Eligibility requirements for students for project participation:**

- student is registered in one of the partner universities,
- student is fluent in language of instruction (English),
- student is enrolled in a full program of bachelor/master STEM studies,
- student is available during the days of the activities,
- student is eligible for a leave of absence at the home university at the time of project activities,
- student is able to travel within the European Union and to follow the COVID-19 rules and recommendations of the country of destination,
- student is able to work in a team,
- student is willing to work remotely with peers from partner universities (between C1 and C2 activities),
- student is willing to collaborate with the project team to prepare the teaching training for academic staff,
- student is willing to sign agreement for project participation.

The selection is based on the values of respect for human dignity, freedom, democracy, equality, the rule of law and respect for human rights.

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**Main objective of C2 activity**

Follow-up of C1, with a similar programme, but located in Saarbrücken, Germany.



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## C3 – 21st Century Skills Survival Camp

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### C3 activity

**Date** (in person activity): 9-13 July 2022

**Venue:** Mazury Lakes, Poland

**Participants:** 5 students per partner institution (5 from UAH) → 20 in total

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During one week, the students will join a survival camp located in Mazury lakes, which will include diverse activities with 21<sup>st</sup> century skills. The main schedule is yet to be defined, but some potential activities include sailing or camping, and all of them will be focused on skills like leadership, social interaction, visual and art thinking, and other soft skills, together with some SDG-related abilities. (SDG = Sustainable Development Goals).



Photo by: Andreabosek, Zbigniew Bosek (Wikimedia Commons)