

## Game On Extra Time – Serious Educational Games to develop Prevocational Skills in people with Learning Difficulties.

UK/08/LLP-LdV/TOI/163\_181

<http://www.adam-europe.eu/adam/project/view.htm?prj=4561>

## Project Information

- Title: Game On Extra Time – Serious Educational Games to develop Prevocational Skills in people with Learning Difficulties.
- Project Number: UK/08/LLP-LdV/TOI/163\_181
- Year: 2008
- Project Type: Transfer of Innovation
- Status: completed
- Country: UK-United Kingdom
- Marketing Text: GOET is developing bite-sized and engaging serious games for PC and mobile platforms to prepare people with learning disabilities for employment.
- Summary: Title: Game On Extra Time – Serious Educational Games to develop Prevocational Skills in people with Learning Difficulties.  
Reason: The employment rate for our target group of people with learning disabilities and /or difficulties is only 26% (UK Office for National Statistics). This client group needed additional support and innovative pedagogical approaches, matched to their needs, to develop skills for work and personal development/independent living. Levels of cognitive functioning (memory, problem-solving, transfer of context) in the client group also required additional reinforcement of learning objectives and support in transferring learning from the classroom to external contexts/environments. This project therefore had aims and objectives of: - 1) Tackle the barriers to VET for people with learning difficulties and/or difficulties and sensory impairment. 2) To meet the targets for improving Pre-vocational and Key Skills Levels 3) To improve employability and encourage progression 4) By developing a curriculum of bite-sized learning objectives delivered through engaging, innovative, interactive Serious Games on both static and mobile learning platforms in a blended learning approach to match the needs of individual learners. 5) That will overcome the difficulties this target group have in transferring learning from the classroom to working environments by serving as an at-hand tool for learning prompts and procedural reinforcement. 6) To support improvements in the quality and innovation in VET by our balanced partnership of organisations delivering state of the art, quality services and developments, cross-sectorally, to the target group to co-operatively develop a synergy to raise the capacity to provide quality and innovation in VET across Europe. The outputs of the project are: accessible, interactive Serious Games (computer games based learning) with embedded learning objectives in Personal Development and Employment Preparation, available online in a project portal; via the project website, as CDs and for mobile technologies and offline in published learning packs. Other outcomes included 1) a number of service user groups established and run to ensure that end users and trainers were involved in every stage of the project, to ensure usability, appropriateness and exploitation of project outputs. This, in itself, developed the skills of the beneficiaries involved in presentation, self advocacy, career planning, product testing, ICT and evaluation, 2) increased engagement in learning for the beneficiary group through our blended learning, non-formal and informal learning approaches, and supported progression routes towards employment, increased independence and social engagement through our informal learning groups. Impact: We have calculated, using a percentage of people reached through our valorisation strategy that the impact reached after the project lifetime will be 40,600 end users of people with learning disabilities.

Description: Using games based learning to address the difficulties in the labour market faced by the people with learning disabilities including those facing additional disadvantages such as Deafness.

Learning materials were delivered across a range of platforms including mobile phones.

Educational content was designed to be flexible so that it could be constantly adapted and updated by the trainers to meet individual learning needs.

## Project Information

Our approach was one of user sensitive design in iterative cycles of testing and piloting to ensure appropriateness and usability.

Learning objectives covered units in personal development; basic and key skills and preparation for employment curricula.

A learning portal was also used to increase the availability of the materials and the impact of the project

- Themes:
- \*\*\* ICT
  - \*\*\* Lifelong learning
  - \*\*\* Vocational guidance
  - \*\*\* Access for disadvantaged
  - \*\*\* Equal opportunities
  - \*\* Labor market
- Sectors:
- \*\*\* Information and Communication
  - \*\* Professional, Scientific and Technical Activities

Product Types: others  
modules  
DVD  
CD-ROM  
website  
program or curricula

Product information: Products included:  
A Robust Needs Analysis Report in each partner country  
3 Serious Games with learning objectives in basic skills, personal development and work Preparation  
A Mobile Serious Game in employment sustainability  
Complimentary paper based materials  
A Handbook for Trainers  
An accessible project website  
A software driver to interface our serious games with contemporary games controllers  
A series of conference and journal publications

Projecthomepage: <http://www.goet-project.eu>

## Project Contractor

Name: Nottingham Trent University  
City: Nottingham  
Country/Region: East Midlands  
Country: UK-United Kingdom  
Organization Type: research institution  
Homepage: <http://www.ntu.ac.uk>

## Contact Person

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## Partner

### Partner 1

Name: BID Services with Deaf People  
City: Birmingham  
Country/Region:  
Country:  
Organization Type: others  
Homepage:

### Partner 2

Name: University of Pannonia, Virtual Environment and Imaging Technologies Laboratory  
City: Veszprém  
Country/Region:  
Country:  
Organization Type: others  
Homepage:

### Partner 3

Name: Greenhat Interactive Ltd  
City: Kidderminster  
Country/Region:  
Country:  
Organization Type: others  
Homepage:

### Partner 4

Name: Insitute of Mobile Technologies for Education and Culture (IMOTEC)  
City: Vilnius  
Country/Region:  
Country:  
Organization Type: others  
Homepage:

## Project Files

### A Munka Megkezdése.zip

<http://www.adam-europe.eu/prj/4561/prj/A%20Munka%20Megkezd%C3%A9se.zip>

Work Skills Quiz Game - Hungarian

### bsl\_anger\_man.zip

[http://www.adam-europe.eu/prj/4561/prj/bsl\\_anger\\_man.zip](http://www.adam-europe.eu/prj/4561/prj/bsl_anger_man.zip)

Anger Management Quiz Game - English

### bsl\_stress.zip

[http://www.adam-europe.eu/prj/4561/prj/bsl\\_stress.zip](http://www.adam-europe.eu/prj/4561/prj/bsl_stress.zip)

Stress at Work Game - English

### CheeseFactory.zip

<http://www.adam-europe.eu/prj/4561/prj/CheeseFactory.zip>

Chesse Factory - Basic Skills Game - English

### D10.10 GOET\_leaflet.pdf

[http://www.adam-europe.eu/prj/4561/prj/D10.10%20GOET\\_leaflet.pdf](http://www.adam-europe.eu/prj/4561/prj/D10.10%20GOET_leaflet.pdf)

our project leaflet

### D10.11 GOET\_Poster.pdf

[http://www.adam-europe.eu/prj/4561/prj/D10.11%20GOET\\_Poster.pdf](http://www.adam-europe.eu/prj/4561/prj/D10.11%20GOET_Poster.pdf)

Our project poster

### D10.1 location based services AAATE 2009.doc

<http://www.adam-europe.eu/prj/4561/prj/D10.1%20location%20based%20services%20AAATE%202009.doc>

AAATE2009 Conference paper on one of our VET products - combining games based learning with location based services

### Darbo Gavimas Ir Išlaikymas.zip

<http://www.adam-europe.eu/prj/4561/prj/Darbo%20Gavimas%20Ir%20I%C5%A1laikymas.zip>

Work Skills Quiz Game - Lithuanian

### Egy\_Munkahely\_Megkapása\_és\_Megtartása.zip

[http://www.adam-europe.eu/prj/4561/prj/Egy\\_Munkahely\\_Megkap%C3%A1sa\\_%C3%A9s\\_Megtart%C3%A1sa.zip](http://www.adam-europe.eu/prj/4561/prj/Egy_Munkahely_Megkap%C3%A1sa_%C3%A9s_Megtart%C3%A1sa.zip)

Work Skills Quiz Game - Hungarian

### GOET\_Curriculum\_en.zip

[http://www.adam-europe.eu/prj/4561/prj/GOET\\_Curriculum\\_en.zip](http://www.adam-europe.eu/prj/4561/prj/GOET_Curriculum_en.zip)

Work Sustainability Curriculum for People with learning disabilities and additional sensory impairments in English

### GOET\_Curriculum\_hu.zip

[http://www.adam-europe.eu/prj/4561/prj/GOET\\_Curriculum\\_hu.zip](http://www.adam-europe.eu/prj/4561/prj/GOET_Curriculum_hu.zip)

Work Sustainability Curriculum for People with learning disabilities and additional sensory impairments in Hungarian

## Project Files

### GOET\_Curriculum\_It.zip

[http://www.adam-europe.eu/prj/4561/prj/GOET\\_Curriculum\\_It.zip](http://www.adam-europe.eu/prj/4561/prj/GOET_Curriculum_It.zip)

Work Sustainability Curriculum for People with learning disabilities and additional sensory impairments in Lithuanian

### GOET\_Handbook\_for\_Trainers\_en.zip

[http://www.adam-europe.eu/prj/4561/prj/GOET\\_Handbook\\_for\\_Trainers\\_en.zip](http://www.adam-europe.eu/prj/4561/prj/GOET_Handbook_for_Trainers_en.zip)

Handbook for trainers using Serious Games to develop employment and prevocational skills in people with learning disabilities and additional sensory impairments in English

### GOET\_Handbook\_for\_Trainers\_hu.zip

[http://www.adam-europe.eu/prj/4561/prj/GOET\\_Handbook\\_for\\_Trainers\\_hu.zip](http://www.adam-europe.eu/prj/4561/prj/GOET_Handbook_for_Trainers_hu.zip)

Handbook for Trainers using Serious Games to develop employment and prevocational skills in people with learning disabilities and additional sensory impairments in Hungarian

### GOET\_Handbook\_for\_Trainers\_It.zip

[http://www.adam-europe.eu/prj/4561/prj/GOET\\_Handbook\\_for\\_Trainers\\_It.zip](http://www.adam-europe.eu/prj/4561/prj/GOET_Handbook_for_Trainers_It.zip)

Handbook for Trainers using Serious Games to develop employment and prevocational skills in people with learning disabilities and additional sensory impairments in Lithuanian

### GOET-Mini-Mapper-1.0.zip

<http://www.adam-europe.eu/prj/4561/prj/GOET-Mini-Mapper-1.0.zip>

Wii Connection Wizard allowing serious games for employment to be connected to a Wimote - see project Handbook for instructions

### Memobile\_en.zip

[http://www.adam-europe.eu/prj/4561/prj/Memobile\\_en.zip](http://www.adam-europe.eu/prj/4561/prj/Memobile_en.zip)

Procedural Prompts Game Throughout your Working Day - English

### Memobile\_hu.zip

[http://www.adam-europe.eu/prj/4561/prj/Memobile\\_hu.zip](http://www.adam-europe.eu/prj/4561/prj/Memobile_hu.zip)

Procedural Prompts Game Throughout your Working Day - Hungarian

### Memobile\_It.zip

[http://www.adam-europe.eu/prj/4561/prj/Memobile\\_It.zip](http://www.adam-europe.eu/prj/4561/prj/Memobile_It.zip)

Procedural Prompts Game Throughout your Working Day - Lithuanian

### MyAppearance.zip

<http://www.adam-europe.eu/prj/4561/prj/MyAppearance.zip>

My Appearance Game - Scheduling daily tasks in the morning in order to get to work on time.

### Personal Hygiene.zip

<http://www.adam-europe.eu/prj/4561/prj/Personal%20Hygiene.zip>

Personal Hygiene Game - English

### R1c - Scoping Report final.docx

<http://www.adam-europe.eu/prj/4561/prj/R1c%20-%20Scoping%20Report%20final.docx>

Our Scoping Report describes the types of transfer we are making in the GOET project and how both group expert review by project partners and lead partner evaluator review have considered national research findings. These findings have influenced our game design requirements and ultimately which serious games are being transferred (to match these design requirements)



## Project Files

### RESULT 1a - Consolidated Research Report.doc

<http://www.adam-europe.eu/prj/4561/prj/RESULT%201a%20-%20Consolidated%20Research%20Report.doc>

This report summarises our national research findings concerning the national VET systems in the UK, Hungary and Lithuania and how these influence the Transfer of Innovation (Serious Games for VET) for people with learning disabilities and associated sensory impairments

### RESULT 1b - collated empirical research.doc

<http://www.adam-europe.eu/prj/4561/prj/RESULT%201b%20-%20collated%20empirical%20research.doc>

The collated empirical research from national research studies which guided our choice of serious games for transfer

### Starting Work.zip

<http://www.adam-europe.eu/prj/4561/prj/Starting%20Work.zip>

Starting Work Game - English

### Személyes Higiénia.zip

<http://www.adam-europe.eu/prj/4561/prj/Szem%20%C3%A9lyes%20Higi%C3%A9nia.zip>

Work Skills Quiz Game - Hungarian

### VirtualStore\_en.zip

[http://www.adam-europe.eu/prj/4561/prj/VirtualStore\\_en.zip](http://www.adam-europe.eu/prj/4561/prj/VirtualStore_en.zip)

Virtual Store - developing money management skills - English

### VirtualStore\_hu.zip

[http://www.adam-europe.eu/prj/4561/prj/VirtualStore\\_hu.zip](http://www.adam-europe.eu/prj/4561/prj/VirtualStore_hu.zip)

Virtual Store - Money Management Skills - Hungarian

### VirtualStore\_lt.zip

[http://www.adam-europe.eu/prj/4561/prj/VirtualStore\\_lt.zip](http://www.adam-europe.eu/prj/4561/prj/VirtualStore_lt.zip)

Virtual Store - Money Management Skills - Lithuanian

### Work Sustainability.zip

<http://www.adam-europe.eu/prj/4561/prj/Work%20Sustainability.zip>

Work Sustainability Game - English

## Products

- 1 Serious Games and Support Materials for the World of Work

## Product 'Serious Games and Support Materials for the World of Work'

Title: Serious Games and Support Materials for the World of Work

Product Type: others

Marketing Text: Serious Games and supporting materials to develop prevocational and work sustainability skills in people with learning disabilities and sensory impairments

Description: 1. Cheese Factory (EN, LT and HU) – serious game to develop Basic and Key Skills with 1 Learning Object in Fractions, Percentages and Decimals (determined via user needs analysis).  
2. My Appearance (EN, LT, HU and BSL) – serious game to develop Work Preparation and Sustainability Skills with 1 Learning Object in What a Company Looks for in an Employee covering: Presentation, Timekeeping, and Personal Hygiene  
3. Supermarket (EN, LT and HU) – serious game to develop Basic and Key Skills with 1 Learning Object in Dealing with Money  
4. 3D Tour DVD (EN, LT, HU and BSL) – game based simulation to develop Work Preparation and Sustainability Skills with 2 Learning Objects Your First Days at Work addressing: What will your first days be like, Company Hierarchy, Training and Development, Dress codes, AND Your rights and Responsibilities at Work covering Basic Employment Law, Working, Time Regulations, Minimum Wage Laws, Basic Rights at Work, How and Who to Complain to.  
5. True/False Conveyor Belt Quiz (EN, LT, HU and BSL) – serious game to develop Work Preparation and Sustainability Skills with 2 Learning Objects in Personal Development (Stress at Work and Anger Management Personal Hygiene) and 1 Learning Objects in What a Company Looks for in an Employee (Getting and Keeping a Job and Personal Hygiene)  
6. Starting Work (EN, LT and HU) – Serious Game to develop Work Preparation and Sustainability Skills with 1 Learning Object in What a Company Looks for in an Employee covering, Presentation, Timekeeping, and Personal Hygiene

Target group: People with Learning Disabilities and additional Sensory Impairments  
Those who face multiple disadvantage

Result: Serious games  
Trainer Handbook  
Prevocational and Work Sustainability Curriculum

Area of application: To be used in a blended learning approach together with other good practice to develop the skills people with learning disabilities and additional impairments will need for the world of work

Homepage: <http://www.goet-project.eu>

Product Languages: English