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Module 1 - Introduction to Gamification and Serious Games

Hands-on Activity



Ecological Thinking!

Think before printing, if it is necessary. In case something needs to be printed, it is worth thinking about where to print it (e.g., local print shop, ecofriendly online print shop, etc.), on what kind of paper (e.g., recycled paper, grass paper, other alternatives to usual white paper) and with what kind of colors.

Let's protect our environment!





Hands-on Activity

Module 1

CHECKLIST TO ANALYSE SERIOUS GAMES COMPONENTS

The purpose of this check-list is to guide you in analysing the educational effectiveness of a serious game designed for vocational education and training (VET) purposes.

This involves assessing various aspects to ensure that the game meets its learning objectives and provides a valuable learning experience.

First select a **Serious Game** then go through this simple checklist looking at the suggested criteria and indicators.

CRITERIA & INDICATORS	OBSERVATION & COMMENTS
SERIOUS GAME YOU SELECTED (TITLE AND LINK)	
Alignment with Learning Objectives: Criteria: The game content aligns with the defined learning objectives for vocational education and training. Indicators: Clear mapping between game elements and targeted skills or knowledge areas.	
Engagement: Criteria: The game captivates and maintains the learners' interest. Indicators: User engagement metrics, such as time spent playing, completion rates, and user feedback on enjoyment.	
Realism and Authenticity:	



Criteria: The game provides a realistic and authentic representation of the vocational context. Indicators: Feedback from users on the relevance of scenarios, tasks, and challenges to real-world vocational situations.	
User Interface and Experience: Criteria: The game has an intuitive and user-friendly interface. Indicators: Usability testing results, user feedback on interface design, and overall user experience.	
Assessment and Feedback: Criteria: The game includes effective assessment methods and provides constructive feedback. Indicators: Presence of quizzes, simulations, or other assessment tools, and feedback mechanisms within the game.	
Adaptability and Customisation: Criteria: The game accommodates different learning styles and levels. Indicators: Options for adjusting difficulty levels, adaptive learning paths, and personalized learning experiences.	
Integration with Curriculum: Criteria: The game complements the existing curriculum for vocational education.	



Indicators: Evidence of integration with course content, clear connections to learning outcomes, and support for classroom instruction.	
Accessibility: Criteria: The game is accessible to a diverse range of learners, including those with disabilities. Indicators: Compliance with accessibility standards, user feedback on accessibility features, and consideration for diverse learner needs.	
Technical Performance: Criteria: The game operates smoothly without technical glitches. Indicators: Testing results for platform compatibility, loading times, and resolution of technical issues reported by users.	
Learning Analytics: Criteria: The game collects and provides meaningful data on learner progress. Indicators: Analytics dashboard, data on time spent on different tasks, and performance trends over time.	
Collaboration and Communication: Criteria: The game supports collaboration and communication among learners. Indicators: Inclusion of multiplayer or collaborative features, user feedback	



on collaborative aspects, and evidence of improved communication skills.	
Long-Term Impact: Criteria: The game contributes to long-term retention and application of knowledge and skills. Indicators: Follow-up assessments, surveys, or case studies indicating the transfer of learning to real-world vocational scenarios.	
General Comments	