July 2021 Issue 4

NEWSLETER

We are glad to announce to you that our gamified platform is ready and available on <u>https://compassplatform.eu</u>.

The modules are built in English, Bulgarian, German, Spanish, Greek, French and Romanian languages.

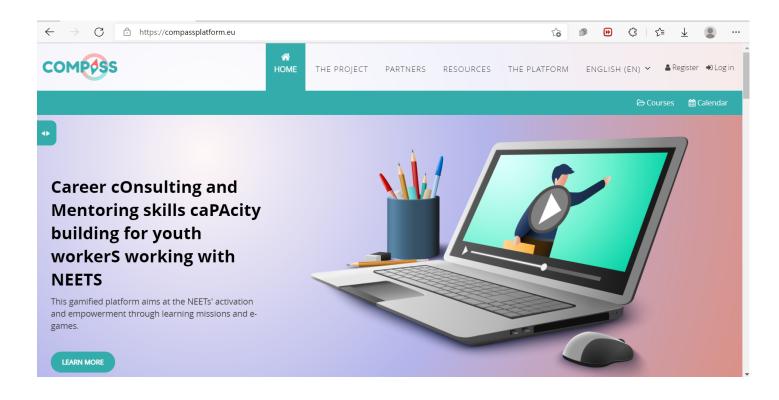
•••••

The platform will address NEETs activation by applying the theory of Gamification and by developing online motivational content accessible on computers and mobile devices interactively linked with Classical Learning Management Systems (LMS). Gamification commonly employs game design elements that are used in so-called non-game contexts in attempts to improve user engagement, behaviour change and learning.



The purpose of this gammed platform is to enhance and engage long-term behaviour change in NEETs bv implementing gamification principles, such development as and accomplishment, empowerment of creativity, social influence, curiosity and unpredictability.





The platform has the following sections in each language module:

Partners:

- Mission 1: Finding my inner strengths;
- Mission 2: Soft skills;
- Mission 3: Training curriculum Practical tips;
- Mission 4: Training curriculum Resources;
- Mission 5: Independence and Finance Stability.

The gamification provides a structured approach that is boosting and nurturing user engagement through the use of games, videos, tasks, missions, questionnaire, diary, leader boards, point systems and other surprises for our participants.

Reference Number: 2019-2-BG01-KA205-062645

The European Commission support for the production of this publication does not constitute endorsement of the contents which reflects the views only of

the authors, and the Commission cannot be held responsible for any use which may be made of the information contained therein.



Co-funded by the asmus+ Programme