

NEETs Activation Gamified Platform

NEWSLETTER

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

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

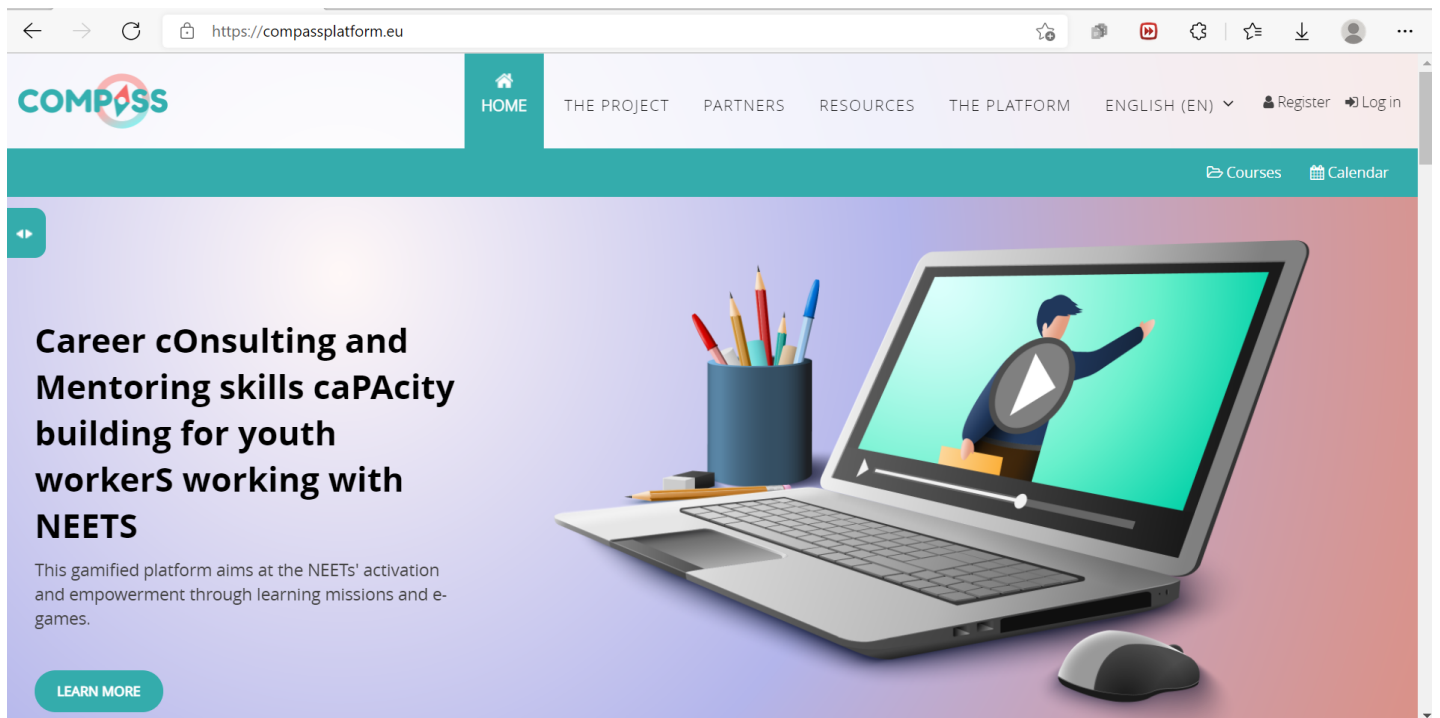


The platform will address NEETs activation by applying the theory of Gamification and by developing online motivational content accessible on computers and mobile devices interactively linked with Classical Learning Management Systems (LMS). Gamification commonly employs game design elements that are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



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





Partners:

The platform has the following sections in each language module:

- 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.