



LET'S SHARE ☺

THE WORKING WITH EUROPE CAPACITY BUILDING COLLECTION

For people in difficult social and economic situations in need of a new way out...

[VERSION 1 AUG 15]

Working with Europe has collected a material offering guidance on new and innovative ways out for people in difficult social and economic situations.

The material consists in a number of papers and posters and small texts produced in collaboration between *Working with Europe*, Keith Chandler and 3 European projects:

Directing Life Change

Gamification for hard-to-reach adults

Break down or break out

- All financed by the European Commission

The material and the approaches build on various combinations of:

entrepreneurship, **gamification**, **taking action in the community**, **directing life change** and **empowerment through bringing about real change**.

The material offers descriptions of these approaches from various angles and points of view.

The material can be used for all sorts of activities, such as workshops, seminars or longer capacity building processes, also due to the various lengths of the texts.

The material or part of it can be made available to you by contacting Mireia Masgrau from *Working with Europe* on mireiamasgrau@gmail.com

THE WORKING WITH EUROPE CAPACITY BUILDING COLLECTION

Title	Brief description	Pages
Lessons learned from directing life change in adult education	The specific role of the short-paper <i>Lessons learned from directing life change in adult education</i> is to summarize in clear and useful form lessons learned from directing life change for mature adults in broken life situations in the UK, Spain, Finland, Hungary, Israel and Italy from 2012-14.	11
Recent and future changes in adult education practice	Due to globalized economy and 21 st century order of things, adult education will undergo dramatic changes the next many years - if it wishes to meet the new challenges adequately. Traditional classroom based up-skilling and recent decades of “traditional empowerment” will need to adjust to the new paradigms of 21 st century learning.	6
Considering life change	This inspiration guide is produced for adults over 40 in complicated life and labour market situations, along with their adult education trainers and coaches. The guide does not intend to instruct those adult and trainers about what to do, but aims to offer hopefully useful inspiration generated along the European Directing Life Change project.	14
Gamification and empowerment	Gamification can add new dimensions and qualities to the empowerment of adults in difficult economic and social situations, for example caused by long-term unemployment.	1
Why long-term unemployed adults need new capacity building	We increasingly develop new directions for long-term unemployed adults in severe dead-end situations. Why is that necessary?	1
Tapping into the dynamic economy	How the capacity building process should try to link to and tap into dynamic economy to break the excluded non-economy quicksand - illustration	1
Taking action in the community	Inspiration for capacity building through taking action in the community	Poster
What are you going to do about it?	Inviting long-term unemployed adults to join us in our projects, we can expect a lot of resistance: why should I do this? What do you want me to do? Another useless activity? All this will not give me a job or food on the table!	4
The European Directing life change Service	The problem we address is the exponentially increasing gap between these adults’ competences and resources and the 21 st century labour market scenarios: <i>is what we know as adult education able to respond to this gap?</i>	9
Change your mind	The message in this comment is: <i>partners, you need to change your mind!</i> Why is that?	1

Gamification - how to work in practice	Gamification of the project is not a rhetoric exercise, it's for real. It means that the project should apply one of the most basic principles in classic digital gaming: working your way through levels of increasing complexity and building capacity to solve problems at higher levels.	4
Take a chance	Perhaps you have been unemployed for a while, maybe you haven't been through higher education, and are between 40 and 60. You might not be very pleased with your current situation, or with your immediate future opportunities.	2
The JUICE	Some of our colleagues ask: ok, all this about taking action in the community, breaking out and gamification... what is it really about? What is the JUICE ?	4
Why not	Why not develop an original serious game for long-term unemployed and point zero community situations?	4
Gamification and empowerment	Gamification can add new dimensions and qualities to the empowerment of adults in difficult economic and social situations, for example caused by long-term unemployment.	1
Social Gamification	Social gamification is not about playing games, but about gamifying social reality and how you take action in social reality, and try to change your situation.	1
21st century - The gamification of life	In the 21 st century the very meaning of "change" is changing. In all human history change was the exception, not the rule: change was what happened between two stabilities. Now, in the 21 st century, stability is a short moment of equilibrium or stability in the flow of constant and unpredictable change.	6
21st century learning and gamification	In short, the interpretation of gamification for learning must be "eurofied" to meet the quality criteria of European educational stakeholders.	8
Digital Edu Games vs Gamified Learning	This is why we here take some first steps to capture the very important differences between digital educational games and gamified learning. This should at the same time offer useful insight as to the strengths and weaknesses of both approaches.	18
Gamification and Europe 2020	Introducing serious games designers and gamification professionals to important European 2014-20 policy challenges and inspiring them to link those challenges to creative serious games and gamification interventions... More than 80 gamification challenges and hundreds of project perspectives...	100
Learning games in education	The video game market of entertainment games has grown at an incredible speed throughout the last decades, now worth the double of the film industry. From both sides of the scene, game designers and educators, the question is: should these great potentials not be exploited for learning and not only for entertainment?	33

Social Mario	“Sometimes I think of the community as one big Super Mario game world - with challenges, levels and accomplishments...”	2
Gamification - The Rationale	Many efforts have been made to alter this situation and to re-attract groups of such adults into education and learning, however most attempts remain punctual, superficial and unsustainable. The described situation can be called one of the major failures in European lifelong learning.	2
Gamification H2R adults	Gamification for hard-to-reach adults: New horizons for re-engaging and re-mobilizing hard-to-reach adults in long-term unemployment situations through the powerful inclusion potentials of gamification	3
Snakification	Slowly creeping out of poverty, biting the establishment and snaking into poverty...	7
The Snake	Snakification model illustrated...	Poster
Unemployed taking community change action	When starting to change our mentality and creating alternative directions for long-term unemployed, we must constantly counter falling back into the quicksand of traditional adult education thinking. Here are some of the pitfalls we should avoid... - illustration	Poster
The metamorphosis of adult education	Due to globalized economy and 21 st century order of things, adult education will undergo dramatic changes the next many years - if it wishes to meet the new challenges adequately.	8
Adult Learning Inspiration Material	The material offers guidance, advice and reflection opportunities that might be valuable to improve the quality of non-formal adult learning.	58
BOYS ONLY story	Capacity building for unemployed adults and NEET youth in a taking action in the community and gamification perspective - A naïve and childish example for inspiration...	16
Break Out OBAMA model	The basic idea is to break out of the dead-end situations of long-term unemployed - through working with and working the community, and through building capacity to do so along the process: the community is the classroom.	5
House of Change	Inspired by one of our partners this small paper wish to present a <i>very small and simple</i> example of a capacity building and taking action case - totally fictional, of course.	21
Life change guidance	Backed-up by reports and forecast studies from stakeholders such the OECD, the World Bank and UNESCO, the European Commission now clearly states that we need to basically re-think education, and that this calls for no less than a cultural revolution in educational policy and practice.	51
Mission Idea Catalogue	This open document (to be flexibly expanded) does not offer the step-by-step staircase processes leading to accomplishing a mission, but simply lists some useful or useless ideas for what such missions might look like.	13

Mission Impossible?	The paper addresses the paramount challenge: how are the project and its innovation put to work in difficult social and economic contexts, such as in Bistrita Romania and similar communities?	11
Roma inspiration	A collection of inspirational papers from the <i>Gamification for H2R adults</i> project	19