



GEMMA in a nutshell

Prof. Raffaele Di Fuccio

University of Foggia

Project Manager: Serious Game Factory srl

raffaele.difuccio@unifg.it

Call

Erasmus Plus – Key Activity 2 – Higher Education

Game based learning for Enhancement of new skills using Micro-MOOCs for Academic staff

Start date: 01/09/2022 / End Date 30/04/2025

32 months



Erasmus+
Enriching lives, opening minds.

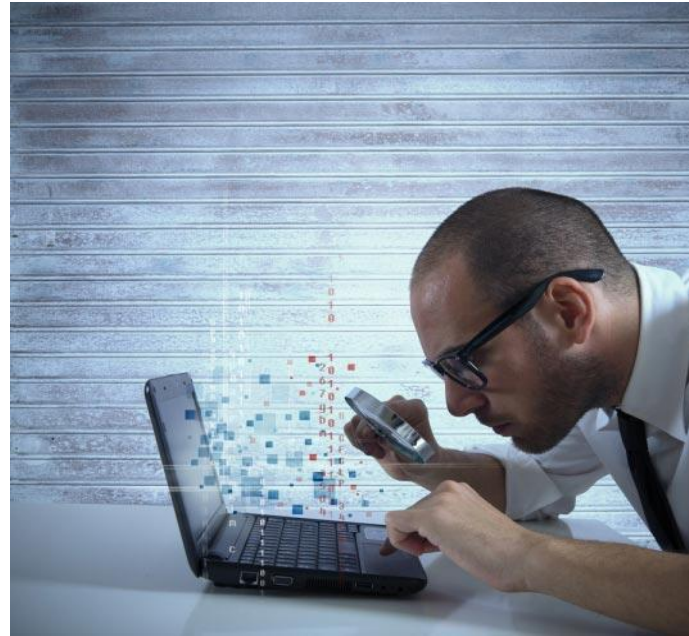
The needs to be met

Start-ups

H-index

**Scientific
Consulting**

**Online
Meetings**



Work/life balance

Publications

Lessons

Lectures

Projects

Approaches



3 EU validated
frameworks



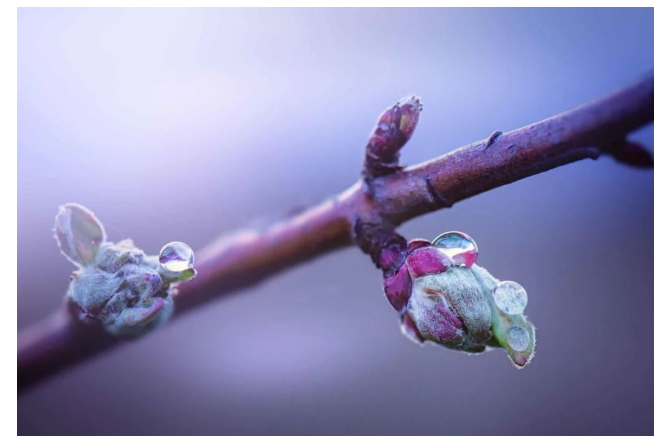
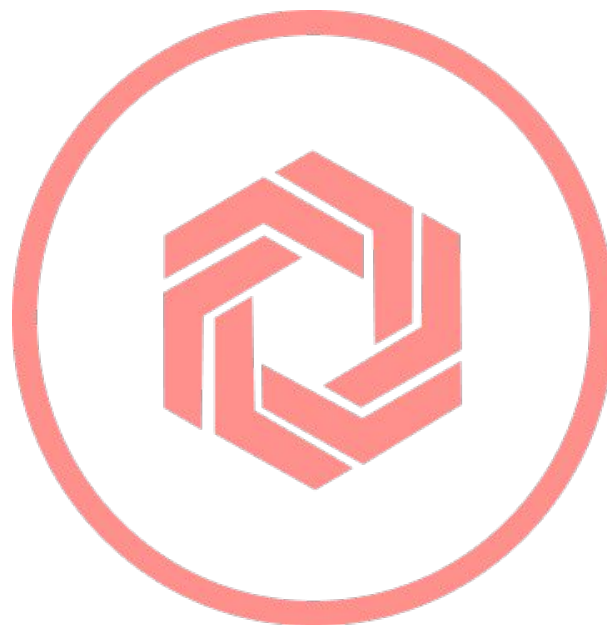
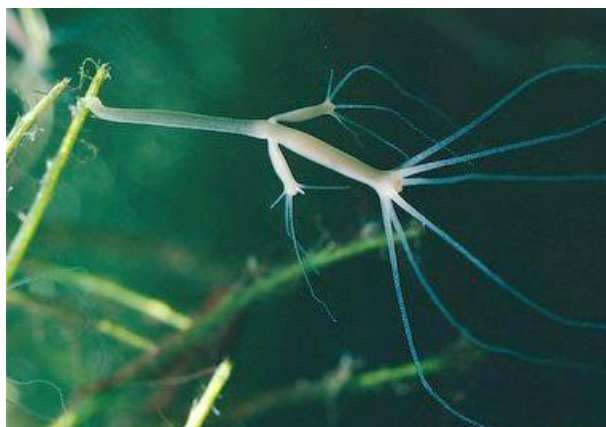
Game-Based
learning approach



Ubiquitous learning



Co-creation
approach



Partnership

- Università degli studi di Bari Aldo Moro
- Uniwersytet im. Adama Mickiewicza w Poznaniu
- Universitat de Valencia
- IASIS
- Turun Yliopisto
- Serious game Factory – SGF srl



Aims

GEMMA will develop a training course for researchers (from PhD students to professors) in HEIs aimed at furnishing this academic staff of the digital, entrepreneurial and life skills.

These skills are crucial in this new era where the digital tools cover a consistent part of the research/teaching work.

The academics have a highly fluid working day, that became more fluid after the COVID-19 outbreak. Improving those skills could improve the work/free-time balance

Targets

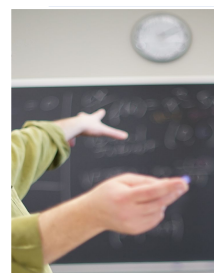
The target groups of the project are:



Researchers and academic teaching staff (professors, teaching fellows, assistants, etc.);



PhD and specialisation courses' students;



Part-time academic staff (educational tutors for students, peer career advisors, support tutors for students with disabilities, etc.).

Implementation

GEMMA project aims to promote four degrees of innovation:

- 1. Integration of three EU-validated competence frameworks**
- 2. Integration of Game-based learning in MOOCs**
- 3. Drafting a training course tailored for academic staff**
- 4. Performing a co-creation approach**

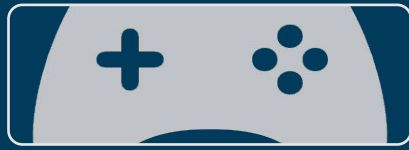
Results



A holistic training framework and model from the interception of digital, entrepreneurial and life skills, starting from well-known EU frameworks.



A MOOC to train those skills.



A Serious game embedded in the MOOC, as its laboratory part



The operative guidelines and recommendations for teaching staff in how to manage well being at work, even in teleworking

UTU's role

UTU: will bring its competence in game-based learning, gamification and interactive storytelling supporting the scientific validity of the Serious Game designed in WP3. They will apply the project in Finland and will be leader of the organization of the Final Conference.

Organization of a focus group in Finland (8 participants. The participants will be researchers including PhD students, researchers, associated professors and full professors in a homogenous balance.

The participants will cover all the discipline sectors and belonging to the following macro areas:

- Humanities
- STEM
- Health
- Economic

Develop a lesson for the MOOC

Organization of a co-creation event in Finland (10 participants – 2 Scenarios)

Translation of the materials in Finnish

Collaboration along the other WPs



Thank you for your attention!

Prof. Raffaele Di Fuccio
University of Foggia
Project Manager - Serious Game Factory srl
raffaele.difuccio@unifg.it