



GAMES WITHOUT BARRIERS

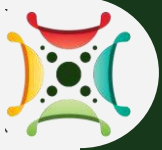
Game-based learning in initial VET for Accessible Tourism

Project presentation



Co-funded by the Erasmus+ Programme of the European Union
G.A. n. 2019-1-IT01- KA202-007450 - CUP code G95G19000500006

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PROJECT

GAMES WITHOUT BARRIERS - Game-based learning in initial VET for Accessible Tourism

Project submitted in reply to **Erasmus+ CALL 2019**

**KEY ACTION 2: COOPERATION FOR INNOVATION AND
THE EXCHANGE OF GOOD PRACTICES**

Strategic partnerships in the field of vocational
education and training

Strategic Partnerships supporting innovation

33 months project: **01/10/2019 - 30/06/2022**



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PARTNERSHIP

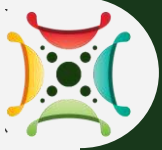
- Incipit Consulting – Italy (coordinator)
- Consorzio Itaca – Italy
- Wattajob – Italy
- Istituto Professionale di Stato Servizi per l'Enogastronomia e Ospitalità Alberghiera Servizi Commerciali di Assisi – Italy
- Fundació Privada Escola de Restauració i Hostaleria de Barcelona – Spain
- Colegiul Economic “Gheorghe Dragos” – Romania
- ENAT, European Network for Accessible Tourism – Belgium

Associated Partner

Regione Umbria



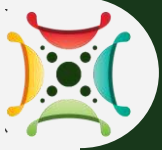
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CONTEXT / BACKGROUND

- Accessible Tourism is an important sector with **great economic value and potentials**
- Tourism offer is often **unable to exploit this potential** because of lack of staff trained to cater for customers with access requirements
- **Poor training offer** throughout Europe: training for accessible tourism services is neither part of any mainstream educational provisions nor initial VET
- Digital technologies and Internet have fostered the implementation of **new teaching approaches**, including those **based on edutainment**
- In the current formal educational context these innovative approaches are still **under-represented**
- New forms of training based on gaming using digital technologies require **new competences of the teaching staff**



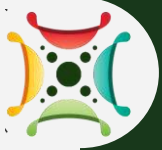


MAIN OBJECTIVES

The project GAMES WITHOUT BARRIERS aims at achieving two main objectives:

- to **reduce the training gap** within tourism VET schools with regard to accessible tourism issues, by embedding accessible tourism topics in their curricula;
- to **develop and experiment edutainment approaches and tools** in training, by integrating game-based and experiential learning in the teaching practices and using new media and digital technologies in a creative and collaborative way.

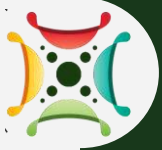




DETAILED OBJECTIVES

- to improve the knowledge of accessible tourism among teachers of tourism VET and increase their expertise and skills in the use of game-based learning approaches and digital training tools;
- to increase students' engagement and boost their participation in training activities;
- to increase students' awareness and knowledge about disability and social inclusion of people with specific access requirements;
- to provide students with new knowledge, skills and competences with regard to accessibility issues;
- to increase the capacity of tourism VET schools to operate at transnational level, share and confront ideas, practices and methods.





MAIN TARGET GROUPS

Direct:

- **teachers of the initial VET schools on tourism** who will improve their competences on accessible tourism issues together with their ability to adopt innovative training approaches to increase learners' engagement
- **pupils of the initial VET schools on tourism** who will be more motivated in school attendance and who will acquire the skills to operate in a professional manner towards tourists with specific access requirements

Indirect:

- **operators in the tourism sector** who will benefit from the availability of staff trained to cater with customers with accessibility access requirements, thus exploiting the high potential of accessible tourism market
- **tourists with specific access requirements** who will benefit from the increase of tourism services adequate to their needs





MAIN ACTIVITIES

The Project implementation includes the following main activities:

- Design and production of training materials and tools
(Intellectual Outputs)
- Testing of the developed training materials and tools through pilot training events (**Joint staff training events** and **Short-term exchanges of groups of pupils**)
- Dissemination and Communication of the project outputs
- Project Management

The last two main activities are transversal to the whole project duration





INTELLECTUAL OUTPUTS

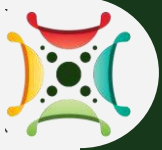
Trainers' Learning Kit on Accessible Tourism

Training path and **training materials** to be used for the opening **joint staff training event**, a blended training activity organized in the first phase of the project.

Training path: description of the training contents of the online (e-learning) and face-to-face training.

Training material: selected online documents on accessible tourism, PPT presentations delivered during the face-to-face training and supporting handouts on the main topics addressed.





OPENING JOINT STAFF TRAINING EVENT

It will be organized in order to share in a uniform way, within the partnership, the knowledge on accessible tourism issues and on edutainment approaches and tools.

A **blended training experience**, with a first part to be carried out **online**, aimed at introducing the basic topics of tourism for all, followed by a **face-to-face** activity where the different aspects of accessible tourism will be addressed in detail, together with those regarding edutainment approaches and tools (game-based web app). |





INTELLECTUAL OUTPUTS

Training Modules on Accessible Tourism

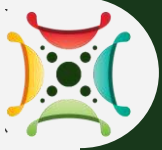
for use in mainstream tourism VET school programs.

Four training modules:

1. Introduction to accessible Tourism for All
2. Different types of customers with disabilities and/or other access requirements and related needs, barriers and problems
3. Serving customers with specific access requirements
4. Accessibility assessment and delivery of information about accessibility

Modules will be tested during the pilot training activities organized during the project.





INTELLECTUAL OUTPUTS

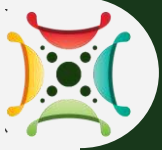
Game-based web app on accessible tourism to be used as an additional training tool for VET in accessible Tourism for All.

Web app based on an innovative, game-based and immersive approach, designed to balance contents with gameplay.

The web app will be designed with a co-design approach, during live events, collaborating with students and following a design thinking approach.

As for the training modules, it will be tested during the pilot training activities organized during the project.



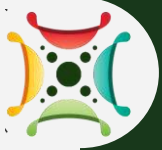


INTELLECTUAL OUTPUTS

Toolkit, programs and reports of the transnational pilot training activities

- **supporting toolkit** for planning and carrying out training activities according to edutainment approach;
- detailed **programs** of the pilot training activities aimed at testing the training modules on accessible tourism and the game-based web app;
- detailed **reports** of the carried out training activities on the basis of the teachers' and students' feedbacks evaluation;
- **lessons learned**, changes and adjustments made during the training activities implementation and **guidelines for their replicability**.





TRANSNATIONAL PILOT TRAINING ACTIVITIES

Pilot training actions aimed at testing the new modules on accessible tourism and the innovative training/learning approaches and at developing and testing the game-based web app on accessible tourism.

3 Short-term exchanges of groups of pupils between the schools participating in the project

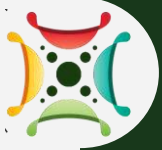
3 related operational Joint staff training events

Assisi - March 2021

Satu Mare - October 2021

Barcelona - February 2022





TRANSNATIONAL PILOT TRAINING ACTIVITIES

3 Short-term exchanges of groups of pupils

They will involve 24 students from each of the three partner VET schools (8 for each exchange) who will be trained on accessible tourism topics.

The students' exchange will be organized in three main sessions:

1. Training activities based as much as possible on the edutainment approach
2. Co-design and experimentation of the Game-based web app on accessible tourism
3. Meeting with or visit to operators of the local tourism industry who have successfully developed tourism services for all customers, including those with specific access requirements. Meetings with people with disabilities.





TRANSNATIONAL PILOT TRAINING ACTIVITIES

The involvement of students and teachers of the partner VET schools will not be limited to their participation in these training events but will continue afterwards:

The 8 students from each school attending each transnational exchange, will be asked, once back to their countries, to report to their colleagues at home (the 16 who participate in the other two exchanges, but also others) what they learned and to replicate, with the teachers' support, the game-based activities they were involved in.

The teachers too will transmit, once back in their schools, their training experience to their colleagues involved in the project.

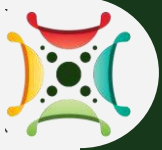




DISSEMINATION AND COMMUNICATION

- Definition of the project Dissemination and Communication Plan
- Identification of target audiences
- Definition of Branding and Project image
- Production of communication and dissemination materials (brochures, webzine, press and media releases, etc.)
- Website and online Forum management
- Social Media management
- Participation to events, tourism workshops and conferences
- Organization of **multiplier events**





DISSEMINATION AND COMMUNICATION

Multiplier events

Dissemination conferences will be organized in the last months of the project aimed at presenting the main project results.

Two National Dissemination Conferences in May 2022:

- Satu Mare – Romania
- Barcelona – Spain

A Final International Dissemination Conference will be organized in June 2022 in Perugia – Italy.





PROJECT MANAGEMENT

- Contacts with the National Agency
- Coordination of the project activities and time management
- Empowerment of the partnership, coordination and management of internal and external communications systems
- Coordination and management of administrative procedures and network support to the members of the partnership
- Organisation of trans-national partnership meetings
- Definition and implementation of the Quality Management system
- Drawing up and delivering the progress, intermediate and final reports for the Erasmus+ Italian National Agency





Thank you for
your attention



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