



COOP-IN

Social Innovation Training for Virtual Work Based Learning

Newsletter 2, November 2018

More than Just a Game

Although Game Based Learning (GBL) is not really a new concept - children have always learned through the playing of games - what is new is the huge growth in the popularity of GBL and the use of digital learning tools in the context of the delivery of training and education.

What is GBL?

'Game-based learning' or 'serious games' refers to digital applications that are developed to impart learning through games. Serious games stimulate and encourage learners to actively engage in the learning process by using the principles found in all great games.

Game-based learning products are increasingly being used within vocational education and training and used in conjunction with other, more traditional learning methods. GBL uses a range of digital learning products such as e-learning courseware, online audio and video content, social games, and mobile games to deliver learning content, concepts and to 'bring subjects to life'.

Already, there are signs of a huge up- increase in the uptake of e-learning and serious games across all curriculum areas with both with both young learners and adults alike. With the growth of game-based learning expected to continue alongside the growth of smart phones and mobile devices, teacher, trainers and coaches need to understand how to maximize the value digital training and education tools.

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Website:

www.coopinproject.eu



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The Power of Social Innovation

Social innovation is one of today's hot topics for companies, governments and social enterprises, charities and people from all walks of life. Social innovation is not new as such: people have always tried to find innovative solutions for pressing social needs and problems, but right now several factors have coalesced bringing social innovation to the forefront of today's agenda.

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Social Innovation – A Serious game development

The COOP-IN serious game development is now well into its development phase and promises to provide an inspiring and educational experience. The COOP-IN game will introduce concepts, knowledge and skills related to social innovation.

Social Innovation City

The game's landing page is based on a city containing a range of different types of businesses, organisations and institutions such as a university, a youth centre, a community shop and even a Mayor's office.

When logged into the game, players – or rather learners – are given a series of missions. Each mission will take them around the city visiting different buildings and completing different challenges and mini games. They will meet someone from each building such as Mr. Sam Sung from the University's Business Incubator Centre.

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What Is Next?

- **Game release summer 2019**—be among the first to register to play our new educational learning game
- **Social Innovation Toolkit to be published** in May 2019
- Take the **Social Innovation Self assessment** in May 2019
- **Social Innovation National Round Table events** in June 2019
- **UK project conference** in September 2019
- **Final partner meeting:** September 2019 (UK)

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