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GVETS



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# GVETS

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Introducing gamification  
in vocational education and  
training for professionals  
and social workers in the  
field of migrant children  
protection and support

## About the project



GVETS is an Erasmus+ project that aims to develop an interdisciplinary, gamified capacity-building program **for professionals working with children in migration environments**, in order to improve their skills and strengthen their role in the protection of children.

Gamification of vocational training for professionals in child support implies the deployment of experimentation, problem solving, communication and networking, critical thinking, contextualization and transferability of knowledge into the field.



## Project objectives

Development of online learning platform for the improvement of skills and competences of professionals working with children in migration environments.



Development and implementation of blended training with international experts and Apps under a multi-disciplinary perspective and accredited through the EQF, ECVET and EQAVET.



Provide innovative VET pedagogical methods, best practice guidelines, and strategies towards the use of digital tools and innovative learning environments.



Empower all stakeholders to use innovative ICT-based VET practices and resources in enhancing new skills for new markets.



Provide contemporary methods and tools for assessment of skills acquisition, recognition and validation.

