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

The GVETS project partners developed an online capacity building training for new professionals working with migrant children. We designed and implemented effective strategies for enhancing basic skills for professionals and increasing incentives for adult training by providing an engaging learning environment.

The two-year GVETS project comes to an end, with all outputs successfully developed: a background research on the state of art of VET systems and gaps in the capacity building opportunities for our target group (IO1); the curriculum, its implementation on the [Online Platform](#), and assessment and validation tools (IO2,3,4); and an adaptation and policy package.

Here is what happened in the project during the last period:

GVETS Online Training Platform and App

The curriculum aims at the capacity building of professionals, through 7 Modules about migration, child protection, crisis management, guidance, critical social work, social worker soft skills and digital skills. It utilizes theoretical texts, activities, case studies and field exercises for the professional development of users. Some modules have been translated to the partners' languages ([in Hungarian, the Modules "Migráció és Gyermekvédelem" and "A veszélyeztetett migráns gyermekkel való munka"](#) are available) [fill in with your own info]. The online training platform has been pilot tested and reviewed, and it is available with free access in its final form. In addition, a free mobile app 'GVETS' was developed that reflects the online platform.

In addition to the training, the platform also includes a chatroom where users can send messages, share experiences and network, through private messages, message boards and chat groups.



Multiplier Events

Multiplier events were held in all partner countries to disseminate project results and receive feedback and input from stakeholders. Most partners held multiplier events in a similar structure: the overall project and the website & platform were presented, then the participants had the opportunity to try some parts of the training online or in an offline adapted version. In addition, discussions were held in world café format to collect input for our Adaptation and Policy Package about adaptation opportunities of GVETS, policy needs in VET and gamification as a pedagogical tool.

Feedback from the participants was that the GVETS platform responds to a real need of professionals and it is a high-quality training opportunity, also adaptable in offline settings.



Final Conference, Cyprus



The GVETS Final Conference was held in October 2019 in Cyprus. It was organized by GVETS partner CSI, in cooperation with Hope for Children. The event focused on the digital aspects of social work, however all Outputs of the project and all Modules of the developed training were presented, and participants had the opportunity to try some activities from the GVETS materials.



The conference was an outstanding opportunity for the project to be disseminated to wider audiences, and also for participants to get to know the new platform first-hand.



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