The project ends, but the legacy continues

After a project runtime of two years (2019 - 2021), the project will come to an end in September 2021.

During the project runtime, the project team has made great efforts to work on a user-friendly, interesting, easy to navigate, and fun mobile app for NEETs. In preparation of this gaming app, a transnational report on the topic was composed, in order to provide good accessibility to the app, an App User Manual was created.

The app will help NEETs to discover and explore the myriad of skills and competences they already have, while at the same time leaning towards support and guidance in VET education across Europe.

Project Results

Research Report
Overview and status quo of mobile app use in education in the partner countries.

Mobile Gaming App
Five games, progress tracking, ranking lists, information about VET centres and more.

App User Manual
User guidelines and explanations on how to use the app in a professional setting or training situation.
Final project conference

The final project conference takes place on 20 September 2020, please join us from 10:30 to 12:30 CET on Zoom.

The conference will bring insights into the project result development, the transnational report, the app, and the user manual.

Conference link: https://us06web.zoom.us/j/84269130498?pwd=NkhNVVlueEpiQkRYIJVb0NhbVd1dz09
Find out more

The Play Your Skills website has great offers for anyone considering or wanting to know more about Vocational Education and Training! Have a look around!

Information on VET education
www.playyourskills.eu/en/professional-fields

VET Guidance in 6 EU countries
www.playyourskills.eu/en/vet-information

Skills and Competences trained in the app
www.playyourskills.eu/en/mobileapp

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