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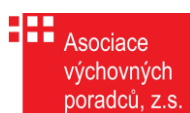


Project Career guidance game in a city full of occupations No 2019-1-CZ01-KA201-061204

Project C-Game desk research guidelines for Outcome-01

C-Game project, O1-1.1

Prague, June 2020



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1 Introduction

This document is part of the Output_O1 of the C-Game project which aim is to develop a C-Game: CAREER GUIDANCE GAME IN A CITY FULL OF OCCUPATIONS. C-Game will be a new serious game providing pupils aged 12-14 with a fun tool of career orientation based on the gradual learning on different professions in five language versions (English, Czech, Slovak, Greek, and Bulgarian) in four countries (Czech Republic, Slovakia, Greece, and Bulgaria).

C-Game offers to pupils the opportunity to get acquainted in an entertaining way with approximately 600 occupations, which would broaden their horizons in the labour market, the necessary skills for the performance of occupations pursued, and stimulate them to thinking about their future careers and the educational path to it. C-Game is base on the assumption that getting to know the world of work in school age contributes significantly in shaping children's future career and professional identity.

C-Game is not designed as a substitute for career guidance, but it helps students realize their professional orientation through play and thus influence their future career decisions.

2 Aim of the guidelines

The guidelines are internal document devoted for implementation of internal desk research. The guidelines describe scope of the desk research in 5 areas (bolded in the following listing), desk research focus, methods, steps and forms of the output. The guidelines will serve to unify methods and ways how to prepare Outcome-01.

Desk research activities are devoted to searching for new matters and findings (there is still something new we did not knew about) useful for development of the C-game in line with the newest recent findings. On the base of this output findings conceptual and logical framework and "visualization" of the C-game will be step by step clarified. All outcomes will be in EN:

1.1) Desk research guidelines

1.2) Career guidance theories related to vocational choice for pupils aged 12-14 and testing based on the theories

1.3) Career game based learning related theories for pupils aged 12-14

1.4) Online career games for pupils aged 12-14

1.5) National career guidance information and frameworks of occupation, skills and competencies

1.6) European classification of occupation, skills and competencies

1.7) International brainstorming session

1.8) Inspirational guidelines for development of career guidance games

Main aim of the desk research of these areas is to find relevant theories, methods, steps, interest tests, information sources, databases etc. that will serve as inspirational and information sources for development of the C-game. Individual parts of the desk research will be shared and peer reviewed, the relevant inspirational ideas will be discussed and the agreed ones used. On the base of desk research findings individual parts of the C-game will be built.

2.1 Output_O1 – part 1.2: Career guidance theories related to vocational choice for pupils aged 12-14 and testing based on the theories

Description of the activity taken from the application

Activity leader will prepare a list of available theories, methodological approaches and tools related to vocational choice for pupils aged 12-14 (min. 8) and interest testing. The list will be circulated among the partners to complement missing theories related to the project subject. Activity leader will split the theories for description among partners. In conclusions will be pinpointed theories and interest testing usable for creating the C-Game as well as specification of their use.

Activity leader: NVF

Activity guidelines

For activity output development, please, use the right document saved in DropBox. After you contribute, please, fill in the first page “Contributing partner” and “Date of contribution” and save the document to the right folder in DropBox with your partner abbreviation (for example C-game O1_1-2_Career guidance theories-**NVF**).

If you contribute to the same activity for the second time, please, save it with a number (for example C-game O1_1-2_Career guidance theories-**NVF-2**).

Document saved in DropBox contains table with short descriptions of 41 theoretical works focussed on career guidance theories which can be inspiration for the C-Game creation. In line with approved project application we have to describe at least **8 theories**, methodological approaches and tools related to vocational choice for pupils aged 12-14 and interest testing. Therefore we have first to select them from the long list.

After we have short list the theories will be described as follows.

Description of theory:

- Theory title
- Main author/s & literature reference
- Theory short description (½ page)
- Useful links, questionnaires, diagrams, pictures etc.
- Conclusions (answer to questions: What can be used for C-Game creation? What can be inspirational? What can we use?)

Role of activity leader and tasks of all partners

The role of the activity leader as well as partners roles are set by the approved project application and it is from there copied to the document for this activity saved at DropBox.

2.2 Output_O1 – part 1.3: Career game based learning related theories for pupils aged 12-14

Description of the activity taken from the application

Activity leader will prepare list of available career game based learning related theories (min. 2). The list will be circulated among the partners to complement missing theories related to the project subject. Activity leader will split the theories for description and conclusion among individual partners. The conclusions will pinpoint career game based learning related theories usable for creating the C-Game as well as specification of their use.

Activity leader: KABA

Activity guidelines

For activity output development, please, use the right document saved in DropBox. After you contribute, please, fill in the first page “Contributing partner” and “Date of contribution” and save the document to the right folder in DropBox with your partner abbreviation (for example C-game O1_1-3_Career game based learning related theories-**NVF**).

If you contribute to the same activity for the second time, please, save it with a number (for example C-game O1_1-3_Career game based learning related theories-**NVF-2**).

Document saved in DropBox contains empty table which has first to be fill in with short descriptions of Career game based learning related theories for pupils aged 12-14 and then we will evaluate which of them can be inspiration for the C-Game creation.

In line with approved project application we have to describe at least **2 career game based learning related theories**.

Description of theory:

- Theory title
- Main author/s & literature reference
- Theory short description (½ page)
- Useful links, questionnaires, diagrams, pictures etc.
- Conclusions (answer to questions: What can be used for C-Game creation? What can be inspirational? What can we use?)

Role of activity leader and tasks of all partners

The role of the activity leader as well as partners roles are set by the approved project application and it is from there copied to the document for this activity saved at DropBox.

2.3 Output_O1 – part 1.4: Online career games for pupils aged 12-14

Description of the activity taken from the application

Activity leader will coordinate partners in preparing list of available online career games for pupils aged 12-14 (min. 6, regardless of language versions) with short description, select the games related to the project subject and the target group, and split the games for description among partners. The conclusions will pinpoint inspirational approaches usable for creating the C-Game as well as specification of their use.

Activity leader: ZIM

Activity guidelines

For activity output development, please, use the right document saved in DropBox. After you contribute, please, fill in the first page “Contributing partner” and “Date of contribution” and save the document to the right folder in DropBox with your partner abbreviation (for example C-game O1_1-4_Online career games-**NVF**).

If you contribute to the same activity for the second time, please, save it with a number (for example C-game O1_1-4_Online career games-**NVF-2**).

Document saved in DropBox contains table with 14 links to web pages with games or game related activities for pupils aged 12-14, country of origin, and short description of web content.

In line with approved project application we have to describe at least **6 online career games for pupils aged 12-14**. All partners are asked to contribute to shortlist them and then to describe them.

Description of on-line game:

- Game title
- Web page
- Country / language
- Game description (min. ½ page)
- 2-4 screen shots
- Conclusions (answer to questions: What can be used for C-Game creation? What can be inspirational? What can we use?)

Role of activity leader and tasks of all partners

The role of the activity leader as well as partners roles are set by the approved project application and it is from there copied to the document for this activity saved at DropBox.

2.4 Output_O1 – part 1.5: National and European career guidance information and frameworks of occupation, skills and competencies

Description of the activity taken from the application

Activity leader will coordinate partners in preparing an overview of online career guidance information at national level and frameworks of occupation, skills and competencies. The conclusions will pinpoint information sources usable for creating the C-Game as well as specification of their use.

Activity leader: ISON

Activity guidelines

For activity output development, please, use the right document saved in DropBox. After you contribute, please, fill in the first page “Contributing partner” and “Date of contribution” and save the document to the right folder in DropBox with your partner abbreviation (for example C-game O1_1-5_National occupational frameworks-NVF).

If you contribute to the same activity for the second time, please, save it with a number (for example C-game O1_1-5_National occupational frameworks-NVF-2).

Document saved in DropBox contains contribution from the Czech Republic.

Description of national career guidance information and frameworks of occupation, skills and competencies

- Title of source
- Web page
- Source description (min. ½ page)

- 1 screen shot
- Positives of usability of information for C-Game development
- Negatives of usability of information for C-Game development

Role of activity leader and tasks of all partners

The role of the activity leader as well as partners roles are set by the approved project application and it is from there copied to the document for this activity saved at DropBox.

2.5 Output_O1 – part 1.6: European classification of occupation, skills and competencies

Description of the activity taken from the application

Activity leader search of usability of ESCO, ISCO and other classification of occupations, skills, and competencies in English language as source database for C-game. The conclusions will pinpoint usable European sources for creating the C-Game as well as specification of their use.

Activity leader: TeCeMko

Activity guidelines

For activity output development, please, use the last saved document in DropBox. After you contribute, please, fill in the first page “Contributing partner” and “Date of contribution” and save the document to the right folder in DropBox with your partner abbreviation (for example C-game O1_1-6_European classification of occupations-**NVF**).

If you contribute to the same activity for the second time, please, save it with a number (for example C-game O1_1-6_European classification of occupations-**NVF-2**).

Document saved in DropBox contains already 6 short descriptions of available sources of classification of occupations, skills, and competences. All partners are asked to review all of the 6 sources and from their point of view contribute to:

- Positives of usability of information for C-Game development
- Negatives of usability of information for C-Game development
- Conclusions (answer to questions: What can be used for C-Game creation? What can be inspirational? What can we use?)

Role of activity leader and tasks of all partners

The role of the activity leader as well as partners roles are set by the approved project application and it is from there copied to the document for this activity saved at DropBox.

2.6 Output_O1 – part 1.7: International brainstorming session

Description of the activity taken from the application

Activity leader will prepare first draft of “visualisation” of C-game conceptual and logical framework according results of desk research (activities 1.3-1.6) for discussion during Workshop_02. The project partnership will discuss and agree on the basics starting points and other substantial matters that are needed to be solved for inventing C-game scenarios.

The framework will be based on six independent yet complementary facets (or aspects) involved in Call 2019 Round 1 KA2 - Cooperation for innovation and the exchange of good practices game development:

- domain modelling (or domain simulation),
- specification of learning objectives,
- definition of interaction rules (or game rules),
- level design and difficulty progression,
- decorum description,
- deployment of the game in an operational environment.

The framework will be described partly as chart flows and partly as text document to be understandable for the programming. This part will be the most difficult as all the partners have to have a common “visualization” of the C-game concept and its logical framework. Therefore it is foreseen that the C-game conceptual and logical framework will be adjusted several times before the C-game programming.

Activity leader: KABA

Activity guidelines

This part is not desk research, it is a discussion and brainstorming on its findings and. Its conclusions will be processed in the form of meeting minutes.

2.7 Output_O1 – part 1.8: Inspirational guidelines for career guidance games development

Description of the activity taken from the application

Activity leader will prepare final version of the Inspirational guidelines for development of career guidance games. It will contain the reports from desk research and will be published in pdf form on the C-game web pages.

Activity leader: ZIM

Activity guidelines

Inspirational guidelines for career guidance games development will summarise the previous six desk researches. The inspirational guidelines will be prepared so as to present inspiration and foster project partnership creativity for development of C-game.

3 Conclusions

Individual tasks are named, determined and distributed among the partners. The division of tasks also corresponds to the budget.

Project C-Game desk research guidelines for Outcome-01

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