



Report on dissemination events in Bulgaria

No of event	Participants that are neither employee or members of Know and Can	Participants that are employee or members of Know and Can	Sum
1	17 Facilitators	2	19
2	36 Stakeholders	6	42
Total	53	8	61

Number of people: 71

Dates: Event 1 ME for Facilitators – 13-14 Sept 2022

Event 2 ME for Stakeholders – 27 Sept 2022

Place 1: Computer classroom 22nd Secondary School, Sofia, Bulgaria

Place 2: Ramada hotel, Sofia, Bulgaria

The multiplier events in Bulgaria was organized by Know and Can Ltd. The events were dedicated to two different target groups with different agendas and practical purpose results and took place in computer classroom in 22nd Secondary School, Sofia, Bulgaria on 13-14th September and in Ramada hotel- Sofia, Bulgaria on 27th Sept 2022.

The first event was combined with training for facilitators and how properly to work with the back office – creation of classes, observation of progress, hints for evaluation, approaches to parents for common career guidance according to the results of the students. Form of the event – simulation of real classroom, following time schedules and comments of the results. Comparison of the different tests and conclusions.

Before the second multiplier event, the participants were asked to bring an electronic device allowing them to work with the C-GAME online (laptop, tablet or smartphone). The team of K&C also prepared 3 laptops in case needed.

The second event was a 1-day 6-hours and was led by the members of the K&C team- the main leader of the training was Ivo Dimitrov, with the help of his colleagues.

The participants in the event were people working in the field of education: teachers, trainers, educators, youth workers, career advisors with formal and non-formal background etc.

The main aim of the conference was for the participants to gain information regarding the project and its main results and outcomes. The participants also tested in practice the project outputs. Special attention was paid to the testing of the project platform.

At the beginning of the event, the members of K&C presented the project as a whole. Later they presented each one of the intellectual outputs. After the presentations, some practical activities were conducted with the participants.

The first practical activities included work on the project website and how to use the Guide for facilitators. The participants were given printed versions of the Guide and they were familiarized with the content. There was also an option to read the electronic version of the guide on the electronic devices of the participants. After showing and discussing the content, the team of K&C gave some advices to the participants on how to use the guide with their students.

The other practical activities included playing the C-GAME online all together. The participants were shown in practice how to register and play the game.

After the practical activities, a group discussion was held: the main topic was how the game can be implemented in the educational process. The participants stated that they will use the game in their future work with children and young people.

At the end of the conference, a feedback session was organized. The participants stated that they really enjoyed the methods used in the project and they will use what they learned in their future work. They also said that the gamification is one of the best ways to work with children and young people so the project gave added value to the educators' work.

Both events agenda:

10:00 – 10:30 – Introduction to the project: aims, activities, outcomes, partnership, etc.

10:30 – 12:00 – Presentation of the project intellectual outputs:

- Inspirational guidelines for career guidance games development
- Occupational profiles
- C-game online
- Users' C-game handbooks

12:30 – 13:00 – C-Game guide for facilitators: practical activities how to use the guide

13:30 – 15:00 – Workshop: C-GAME platform: showing functionalities and practical activities in the platform;

15:15 – 15:45 – Discussion: How to use the C-GAME methods and products in the work of the educators

15:45 – 16:00 – Evaluation, final questions and answers