



## Report on dissemination events in the Slovak Republic

No of event	Participants that are neither employee or members of TeCeMko & K.A.B.A. Slovensko	Participants that are employee or members of TeCeMko & K.A.B.A. Slovensko	Sum
1	19	3	22
2	46	3	49
Total	65	6	71

Dates of the events: 13.10.2022 – 18.10.2022

In the Slovak Republic, 2 dissemination events were held, the aim of which was to familiarize participants with the C-Game game and its principles on which it is based. Also familiarize them with game principles and Holland's typology, on which C-Game is built.

The participants were asked before the event to bring their own digital device, as part of the event they can try the game themselves from the position of a student in order to understand the principle of the game. In addition, a facilitator's back office was opened to all participants. Part of the event was dedicated to short presentation of Holland's typology and different informal methods that participants can use when explaining the typology to students, as well as different tips that they can use it for reflection after the game with students, because feedback is very important. At the end of the event, a short discussion was held. Participants expressed their opinion about the game, its use in their institution/school and offered us some ideas for improvements that could be applied to the game.

### 1) 13.10.2022 C-Game multiplier event for educational and career guidance counsellors from elementary schools in Trenčín, Slovakia

C-Game dissemination event was organised by **K.A.B.A. Slovensko** and **TeCeMko** in premises of the Národný inštitút vzdelávania a mládeže in Trenčín.

#### EVENT ATTENDANCE:

- 19 persons who are neither employed or members of TeCeMko and KABA

#### EVENT AGENDA

- 9:00 – 10:00 C-Game introduction, C-Game facilitators' back office
- 10:15 – 11:00 Holland typology and examples of different games to familiarize students with Holland's typology (RIASEC)

11:15 – 12:30 C-Game online playing in role of pupils on own digital devices  
12:30 – 13:00 Feedback, discussion

The presentation of the C-game and the facilitator back office went very well, the participants had many questions regarding the course of the game, its individual aspects and the facilitator's back office. They were very enthusiastic about the online form of the game for pupils and expressed interest in this game as a career guidance tool. As for the part about Holland's typology, most of the participants have heard about it and know what it is, but they do not fully know how to work with it. However, the participants were very enthusiastic about the various examples of informal games for students, with which they can clarify the typology for students, and were also grateful for types and advice on when and how to use a game in the career guidance process and how to evaluate it and how to work with reflection, which is necessary. In the next part, the participants received their login accounts and could play the online game. Except for two participants, everyone had a digital device, so everyone could try the game. Subsequently, there was a discussion and questions from the participants, in which we received many suggestions for the game and its improvement.

## **2) 18.10.2022 C-Game multiplier event for educational and career guidance counsellors from elementary schools in Martin, Slovakia**

C-Game dissemination event was organised by **K.A.B.A. Slovensko** in Martin.

### **EVENT ATTENDANCE:**

- 46 persons who are neither employed or members of K.A.B.A.

### **EVENT AGENDA**

9:00 – 9:30 Registration of participants  
9:30 – 10:00 Information about the C-game project  
10:00 – 10:30 Presentation of the online game – possibility of the independent testing  
right on the spot  
10:30 – 11:30 Career guidance tools used in youth work  
11:30 – 12:00 Feedback, discussion  
12:00 – 13:00 Lunch

A target group of career and educational advisors from various districts of Slovakia was invited to the seminar. They were asked to bring their own computers (laptops), however several laptops were available for those who did not bring their own..

Purpose of the meeting was presentation of C-Game project, sequence of game development, it's essence and the principles of evaluating the results of each player's game.

The introductory part was followed by a presentation of the game (tutorial), where specific actions and tasks of the player were demonstrated. The principle of advantages, procedures, steps and answers of the player and the overall output determining the essential information necessary for the work of a career counsellor were also explained.

In the final part there was information for facilitators who cooperate and communicate with students and provide them with advice within the game and also after evaluating their steps in the game (RIASEC – Holland's typology).

During both events we created significant number of facilitator's accounts, for them to be able to create own classes and codes for students, so we consider both events to be quite successful.