

Report on dissemination events in Greece

No of event	Participants that are neither employees nor members of ISON	Participants that were employees or members of ISON	sum
1	30	0	30
2	20	0	20
Total	50	0	50

Dates of the events: 24.10.2022 & 26.10.2022

In general, 2 dissemination events took place in Greece, the aim of which was to familiarize participants with C-Game and learn the advantages that gamification has to career guidance.

In these two events, all the participants had the chance to learn more about the game and to understand how the back office works.

First event: Event space of IEK SVIE Kaningos Square - ISON Psychometrica - 24.10.2022

The C-Game dissemination event was organized by the ISON Psychometrica on the premises of IEK SVIE in Kaningos Square. In total, there were 30 people from various backgrounds (like teaching, career guidance, and more).

The first part of our dissemination event was the Introduction and the concept of the C-Game project. After that, there was a discussion on how the Riasec Profile works and why it is an important element for the c-game project.

In the second part of the dissemination event, we invited the participants to play the game and see how it works and what is all about.

Lastly, there was a general discussion about the benefits of Erasmus+ and why it is really important.

In the third part of the event, there was a Q&A and a networking session.

Event Agenda

First session (11:00 – 11:40)

- Registration
- Introduction to the C-Game project
- Understanding the Riasec Profile

Coffee break

Second Session (11:50 – 12:20)

- Playing the game
- General discussion about the benefits of Erasmus+

Coffee break

Final session (12:30 – 13:00)

- Q&A
- Networking

Event Feedback

The general feedback of our first event was very positive. The participants really liked the game and they found it very interesting because it is combining the fun of playing a game and also

Second event: Tutoring Center “Synchrono” Peristeri - ISON Psychometrica - 26.10.2022

The second C-Game dissemination event was organized by ISON Psychometrica in Tutoring Center “Synchrono” Greece. In total, there were 20 people from various backgrounds (like teaching, career guidance, and more).

The first part of the dissemination was the Introduction to the C-Game project. After that, we discussed how the Riasec Profile works and why it is an important element for the c-game project.

In the second part of the dissemination event, we invited the participants to play the game and see how it works and then to ask us if they have any questions about it. Lastly, there was a general discussion about the benefits and impact of Erasmus+.

In the third and last part, there was a Q&A session in which we discussed and talk a little bit more about the game and answered questions from the participants.

Event Agenda

First session (16:00 – 16:40)

- Registration
- Introduction to the C-Game project
- Understanding the Riasec Profile

Coffee break

Second Session (16:50 – 17:20)

- Playing the game
- General discussion about the benefits of Erasmus+

Coffee break

Final session (17:30 – 18:00)

- Q&A

Event Feedback

The general feedback of our second event was also positive. The participants were very impressed with the work that was done on the project. Some teachers also expressed their interest to use the game in their classroom