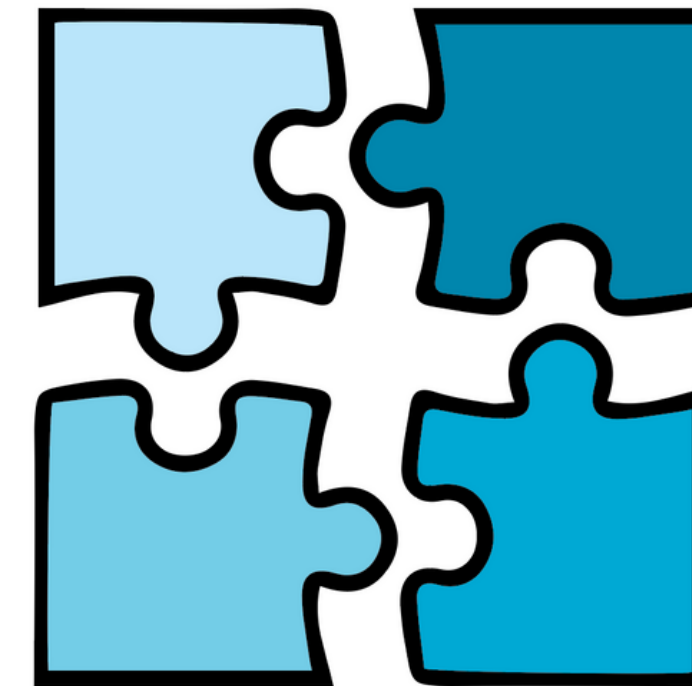




"Gamification Tools for youth learning"

Mapping results by partners



GAMIFICATION TOOLS
for youth learning

MAPPING RESULTS

We mainly categorized them by:

1

**TOPICS for our
Games' design**

2

**PROS & CONS to keep
in mind**

3

**TARGET GROUP
individuated**

ESTONIA

1. Quality youth work
2. Accessibility of youth work
3. Youth initiatives
4. Youth employment
5. Mental health and well-being of youth
6. Youth participation

POLAND

1. Youth participation and citizenship
2. Sustainable Development
3. Human rights / radicalization of youth
4. Employability
5. Quality education
6. Intercultural and cultural dialogue

MACEDONIA

1. Social inclusion;
2. Mental health and wellbeing;
3. Youth participation;
4. Quality of youth work;
5. Recognition of youth work
6. Youth eco activism and sustainability

HUNGARY

1. Youth participation
2. Sense of belonging and social sustainability
3. Youth employment
4. Quality youth work
5. Rural and detached (mobile) youth work
6. Youth initiatives



Efficiency



Accessibility and reach out



Visual and engaging



Easy learning process

PROS



Acceleration of digitalization due to Covid19



Excess of digital youth work



Higher prices of digital platforms and more competitiveness



Digital platforms security

CONS

TARGET GROUPS

1. Youth Workers

In general:

- local, regional to EU-wide
- youth workers who are developing youth activities in their/our Organizations.

2. Organizations and Educational centres / Schools

3. Young People

- social inclusion envisaged

MORE EXPLANATIONS AND POINTS OF DISCUSSION TO THE PARTNERS

3...2...1... :)