

PLAYING FOR REAL NEWSFLASH

gamification and capacity building for long-term unemployed

OCTOBER 2015

The Erasmus+ *Gamification for long-term unemployed* project is missioned to work with trainers, coaches and unemployed to explore and put into practice new ways out for people in difficult work and life situations

Gamification of mental empowerment?

Gamification is now fashion. It is used widely and for very many different purposes, but mostly still in controlled situations.

Our project challenges gamification and to what extent it can be used in wider and social contexts, such as to empower long-term unemployed. This is quite a challenge, as such activities with long-term unemployed might play out along several weeks or months and in rather complex contexts.

Long-term unemployed often falls into apathy, depression or they simply give up trying to change their situation.

The project's gamificators, partners and trainers are struggling to explore how gamification can re-motivate and re-engage long-term unemployed through gamifying the empowerment process itself and at the same time experimenting with powerful gameplay in concrete sessions with the unemployed.



The challenges

Some of the challenges we are struggling with when taking gamification towards complex social change processes are:

- Gamification will be played out in less controllable real-life scenarios
- The actions in the different teams will not follow the same rhythm
- The missions will be very different
- Some of the levels and thereby the progression will be different
- It is difficult to apply a regular "gamification system" to those activities

We are breaking new grounds for gamification and we are optimistic about the outcomes!



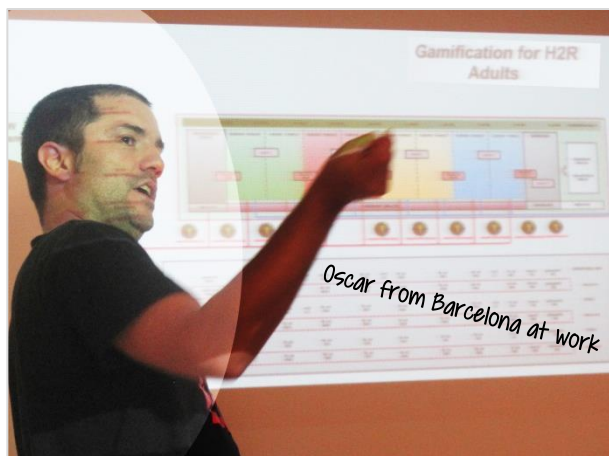
Let's share

Our project is very experimentative: we wish to find out what gamification can do for long-term unemployed.

We are eager to share with you, learn from your experience and work with you if possible and useful. Please do get in contact if we can engage in joint ventures...

In November the project will invite 50 participants to join a one week gamification jam in Barcelona. We will share with you the results of this creative activity in our web and through our NewsFlashes.

The web is under construction, but check



Gamification of taking change action?

The project is not limited to explore the impact of gamification on mental empowerment of long-term unemployed. The project is missioned to also explore how gamification can support and mobilize resources for unemployed's *taking action in real-life to change their situation*, including at the same time making efforts to create new things in the community.

This is even more challenging, as this form of social gamification will need to deal with very complex and unpredictable real-life and real-time processes, along which the unemployed build up their change actions step by step and create new perspectives for themselves.

On the other hand, this form of gamification goes well with entrepreneurship and initiative-taking, and therefore we have certain expectations towards what gamification can do for taking action in the community.

Interested? Curious? Then: Mathieu Decq - mathieu@pistes-solidaires.fr or Jan Gejel - jan.gejel@skolekom.dk
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