

## GAME BASED LEARNING FOR ADULTS

Playing games it's an activity that belongs to earlier civilizations and still continues nowa days in schools and outside the

environment of classroom. All studies focus on the importance of playing no matter the age, no matter the subject. In spite of

the new technologies arrival and the electronic games, board games still continue to play an important role in the developing

of the human being.

Educational games are especially useful in the field of competence development. Experts suggest that games based learning approaches can provide a number of benefits, such as: Motivating learners to succeed and to continually improve, Fostering self-esteem, self-determination and enhancing self-image, Facilitating collaborative learning, Implicitly developing learners ability to observe.

Entrepreneurship is generally recognized as one of the basic skills to be acquired through life-long learning. Education can make a significant contribution to entrepreneurship, encouraging the development of entrepreneurial attitudes and skills of the learners. Games are currently acknowledged as having an important role and potential in education as a tool that encourages the aspects of learning and socialization of the learners. The project is based on the understanding that while entrepreneurship education is recognized as an empowering tool, still in most EU countries entrepreneurial mind-set development is hardly ever part of adult education curricula. Initial research has showed that vast majority of the already implemented game-based learning initiatives in the EU focused on young adults, thus generating a gap where the effects of this learning method in adult education are still to some extent unfamiliar. Moreover, the project is also in direct correlation with the EU policy in the adult learning field, taking that the proposed method is expected to contribute towards increased competitiveness, employability, social inclusion, active citizenship, and personal development of the targeted adult learners. In particular, the application of informal approach in formal learning environment for up-skilling adults for employment is aligned with one of the goals of the EU policy.

So by this project, We focus on the development of an innovative non-formal game-based education simulation tool to enhance and improve communication and presentation skills with a focus on entrepreneurship for adults and through play and practice, teach them basic presentation and communication skills, the objective on finding employment or become an entrepreneur so they can be applied effectively in real life, in particular enhancing their self-confidence in presenting themselves thus increasing their chances of finding and maintaining suitable employment and abilities to communicate in an effective way.

It will be an interaction game that makes the social dimension the main element of one's mechanism. In general games which are not competitive can be considered interaction games, where there are no adversaries to beat, but where the goal of the game is essentially merely fun and interaction among the participants.

The main objective is to create a learning environment (game/simulation) which simulates the communication and presentation skills process and stimulates the development of entrepreneurial attitudes and competences of adults. As the main learning outcome of this game/simulation is situated in the field of attitudes, it permits the expansion of the primary target group (young people), aspiring entrepreneurs, to include training specific target groups; marginalised groups such as migrants and unemployed, are more likely to have self efficacy difficulties. Setting up a new partnership with this project will stimulate the exchange of local and international experiences, expertise and vice-versa.

As an ideal complement to the realization of the project, the participating countries will focus on intercultural learning and non-formal working methodologies development in a multicultural context.

Major milestones will be:

- to design and develop a specific game-based learning method for simulation training of adults with an aim of encouraging their entrepreneurship skills;
- to test and evaluate the impact of a game-based approach in formal teaching and pedagogic methodologies for adults;
- to validate the proposed approach as a means of learning and evaluate its impact on adult learners.

The project will be carried out transnationally because the synergy between international organizations and adults, will guarantee the knowledge and comprehension of different cultural realities and stimulates intercultural dialogue.