



GAMEWORK NEWS #4

January 2024

PROMOTIONAL VIDEO

A new promotional video has been unveiled, offering an in-depth look at the experiences of both students and teachers with the GameWork platform.

THE VIDEO:



PROJECT FOURTH FACE TO FACE MEETING

The fourth meeting, which took place in Patras, Greece, on the 5th and 6th of December, was a tremendous success. The meeting was centered around reviewing the feedback received from the Beta piloting phase of the GameWork platform, assessing the progress of the final version's piloting, and establishing guidelines for the upcoming multiplier events. The team's enthusiasm, expertise, and readiness to collaborate led to productive discussions and clear action plans.



[@gamework8932](https://www.youtube.com/@gamework8932)



[@GamifiedTeam](https://www.facebook.com/@GamifiedTeam)



[@gamework_project_eu](https://www.instagram.com/@gamework_project_eu)



game-work.eu



The Final version of the environment has been tested by students!

The Final version of the environment has been tested, and the students' feedback is already being incorporated into the Final release of the environment, with the release scheduled in the end of January.

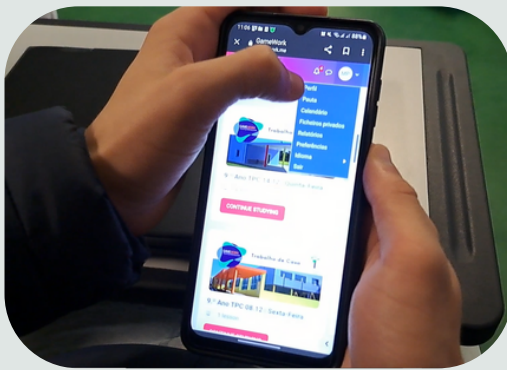
Participants' impressions of the Final version of the environment!

We've been hearing from students and teachers about their experiences with GameWork. Their feedback so far is very positive and we wanted to share some of their quotes with you:

Freixo Student:
I loved the points system. It kept me engaged in doing my homework.

KJGAG Student:
I liked the badges as a reward. It made studying more fun.

Arsakeio Student:
The progress tracker helps me not forget my tasks.



KJGAG Teacher:
The platform helped my students to complete all of their homework.

Arsakeio Teacher:
The platform helped me to identify my students' learning disabilities.

Freixo Teacher:
The platform helped me enhance my students' learning process.

PARTNERS



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