



Co-funded by the
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ENVISION PROJECT PROGRESS SO FAR

The Envision project is funded by the call “digital education readiness” of the Erasmus+ programme. We want to improve the digital education readiness of European teachers and students in the use and creation of Virtual Gaming Simulations.

To build a strong consortium, all partners have shown a strong interest in integrating technology into teaching.



“Hello, you must be Flo” is the first European Virtual Gaming Simulation, created within the ENVISION project. Students take the role of Flo Becaspin, a primary health care provider. Flo visits Mrs. Nelly Flament who has missed two previous appointments at the health care centre. It is already available and ready to be used in English, Dutch, Finnish, Spanish and Slovenian. The iterative process is now concentrated on the prebriefing and debriefing of the online simulation where we adapt to make it a great user experience.

Soon, three other project results will be created, i.e. the second virtual gaming simulation in pediatrics, digital tools, designer's guide and facilitator's guide that will support the methodology and help teachers to use virtual gaming simulations in practice.

**"Building
digital
readiness of
teachers and
students."**





PARTNERS LEARN TOGETHER AGAIN. NOW IN TARRAGONA, SPAIN!

This third international learning, teaching and training event took place in Tarragona, Spain after the production of the first generation open source VGS and the second generation of VGS being developed, with Spain taking the lead in their methodology of creating the pediatric game. After many months of working together on the script and the filming in Tarragona, the last checks on the questions, options and feedback have the full attention of our team.

The partners continue working on the guide of "How to make VGS" where we collect our testimonials on the lessons learned to inspire other teachers who are considering creating a VGS.

On the second day of our learning, training and teaching event the T of TPACK was our focus: technology all the way. Jonathan De Backer (AHS) supported the Spanish T-PACK-members in optimizing footage, creating subtitles and building the branching scenario in H5P.

In the afternoon we filmed the testimonials of the international partners. Together with the designer guide, they will assist new teachers in making their own Virtual Gaming Simulations, We are the Envision-Team!



Multiplier events



Multiplier events are a key element of a strong dissemination strategy to national and international partners. And that is what we aim for! All Envision-partners in education are eager to share the project results we have been working on in our strong partnership. The second multiplier event sessions are planned to start in January 2023. The two Virtual Gaming Simulation (VGS) will have been completed, new digital tools fully implemented and guidelines on methodology ready to be

spread to an external public. Planning this event in January still gives ENVISION some time to integrate feedback in the final versions of the intellectual outputs. The aim of this multiplier event is to present the final results of ENVISION to an internal and external public. After the multiplier event, participating teachers and faculty will be further supported in their digital readiness for VGS after the project duration.