



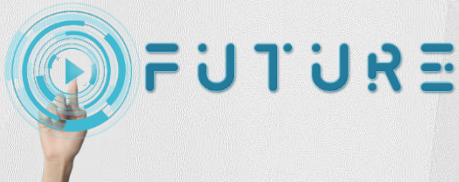
**2<sup>nd</sup> Pan-European Conference on Distance Teaching**  
- Learning from Best Practice -  
May 28<sup>th</sup>, 2020

*A forward-looking online learning environment  
for career orientation:  
**the “FUTURE Time Traveller” project***

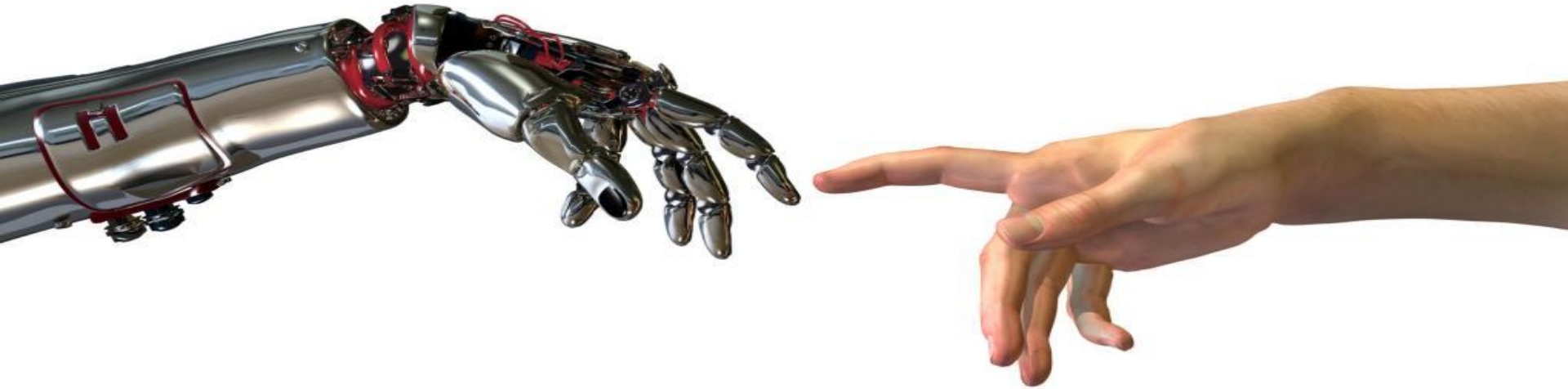
Website: [www.future-time-traveller.eu](http://www.future-time-traveller.eu)

Facebook: @Future.Time.Traveller

*Irene De Laurentiis - EU project manager*  
[opportunities@ciape.it](mailto:opportunities@ciape.it)



# Issues and Challenges



The 4th Industrial Revolution has huge impact on industries, jobs, employment levels and new skills needs... but changes to the education system often occur at a slower pace than those on the labour market.

Main challenges:

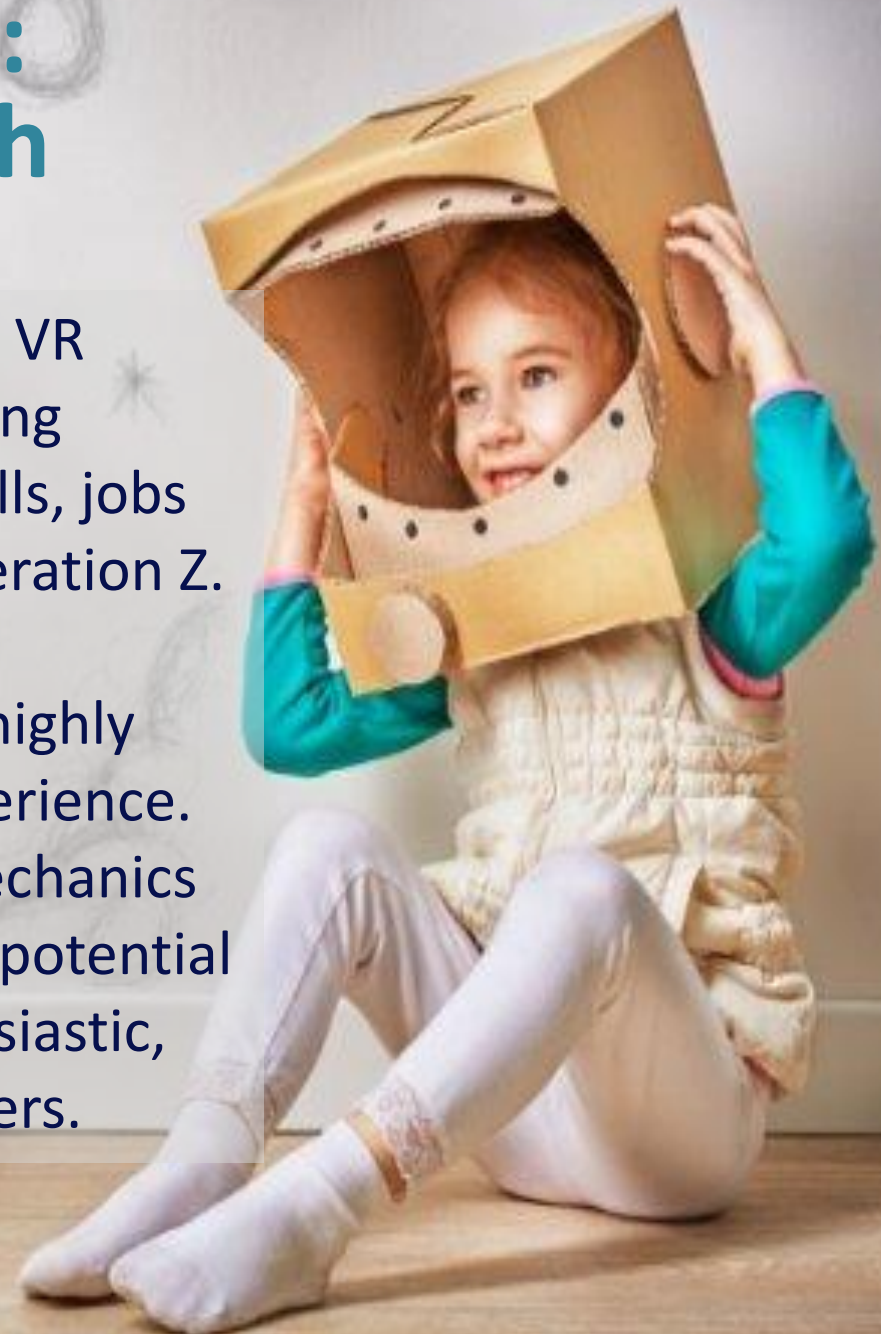
- Preparing learners for life in a digital world;
- Expanding the range of learning opportunities available to students;
- Offer learning-by-doing, creative approaches and experimentations.

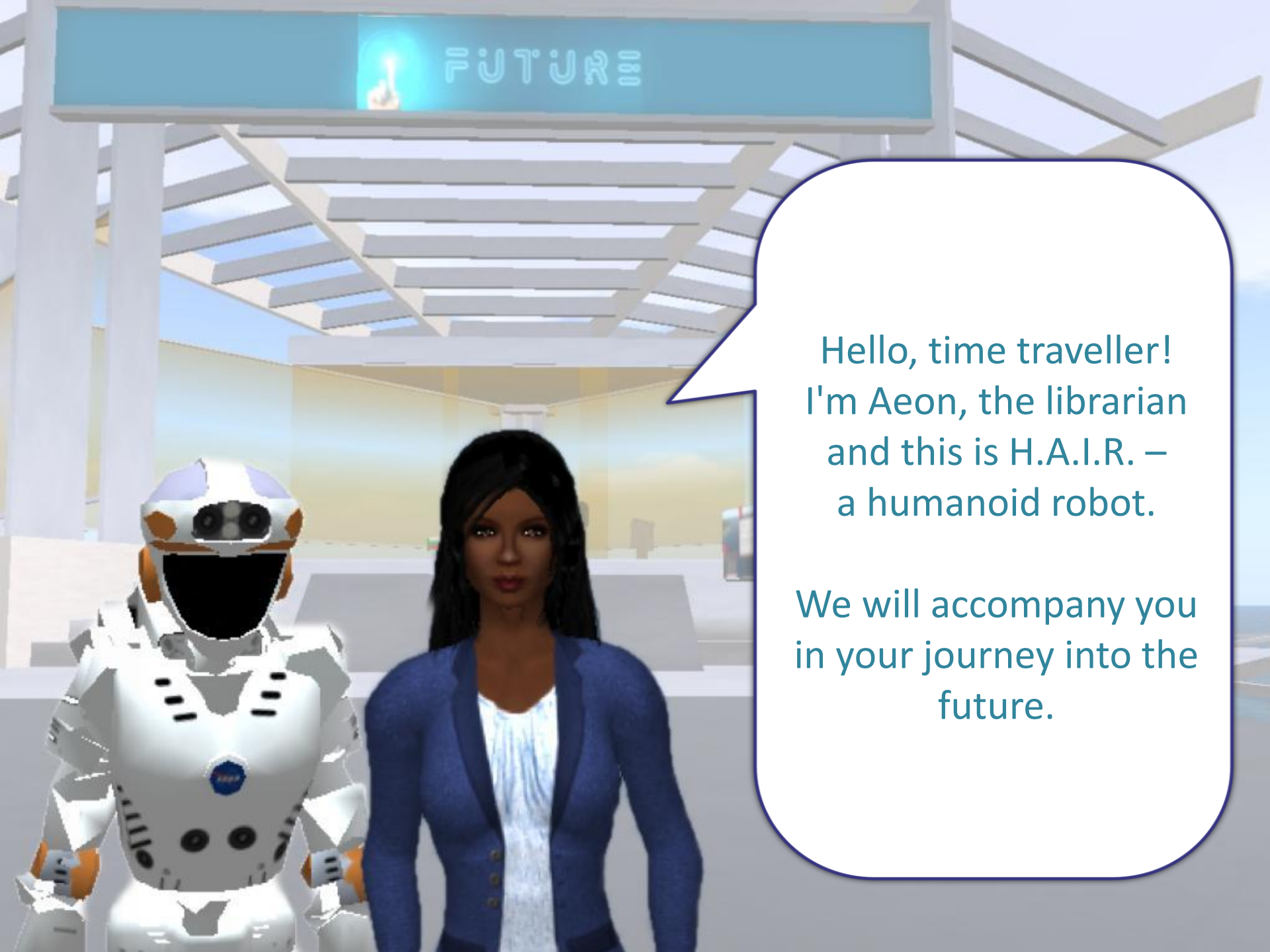


# FUTURE strategy: the GBL approach

Developing a 3D game-based VR platform aimed at transforming orientation around future skills, jobs and career prospects of Generation Z.

The GBL approach creates a highly engaging and immersive experience. The combination of game mechanics and learning aspects has the potential to produce motivated, enthusiastic, focused and interested learners.

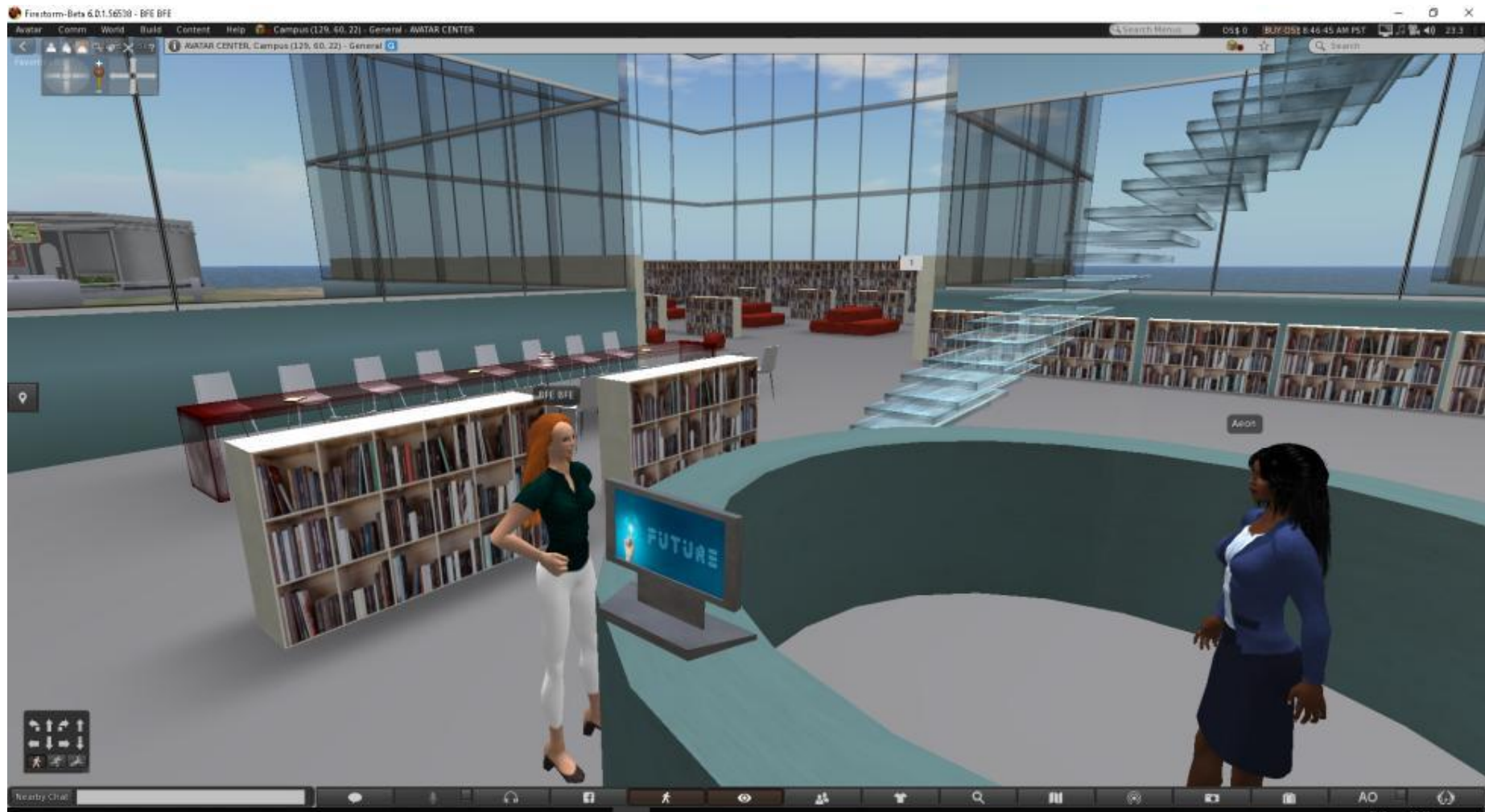




FUTURE

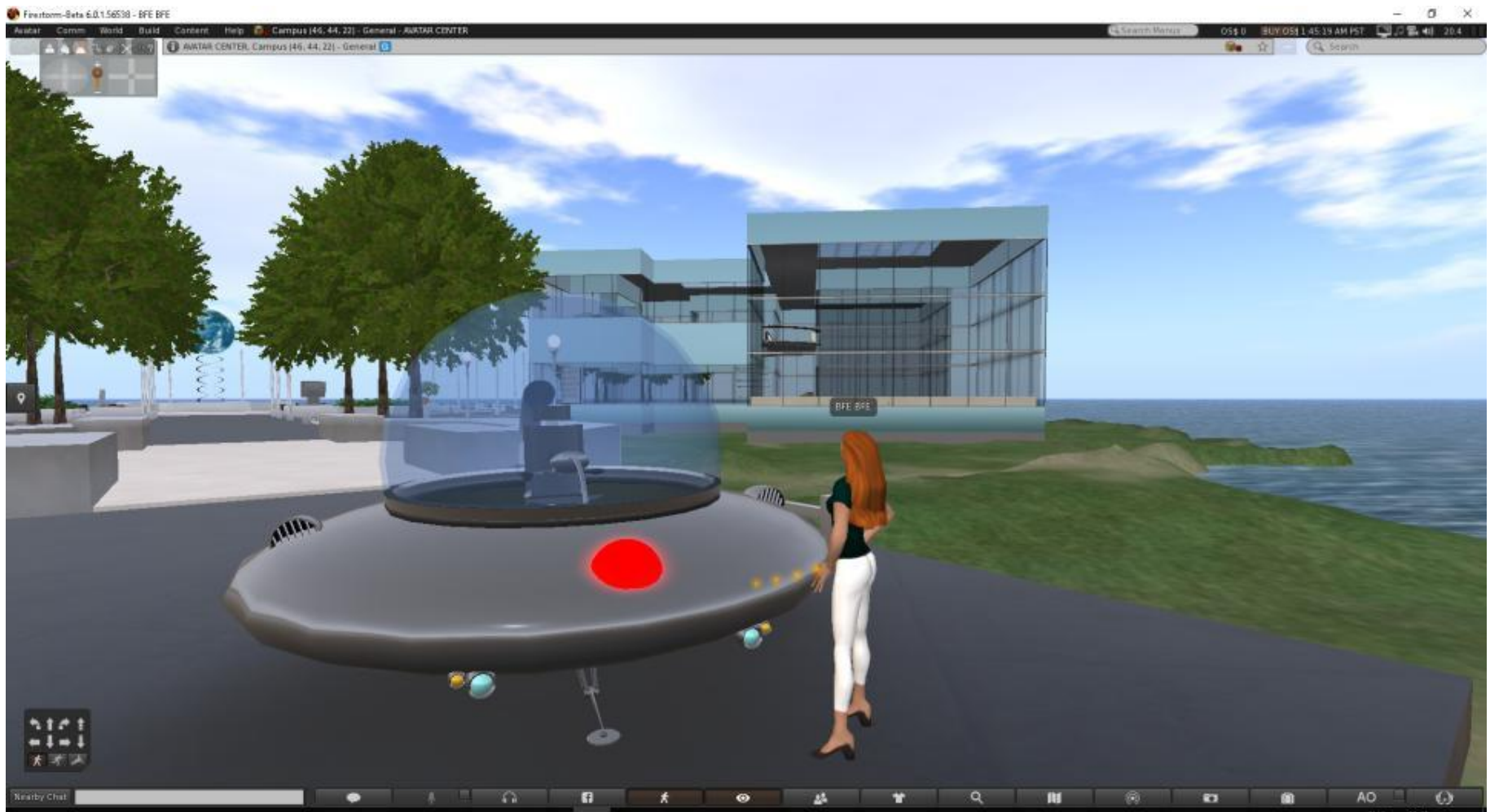
Hello, time traveller!  
I'm Aeon, the librarian  
and this is H.A.I.R. –  
a humanoid robot.

We will accompany you  
in your journey into the  
future.

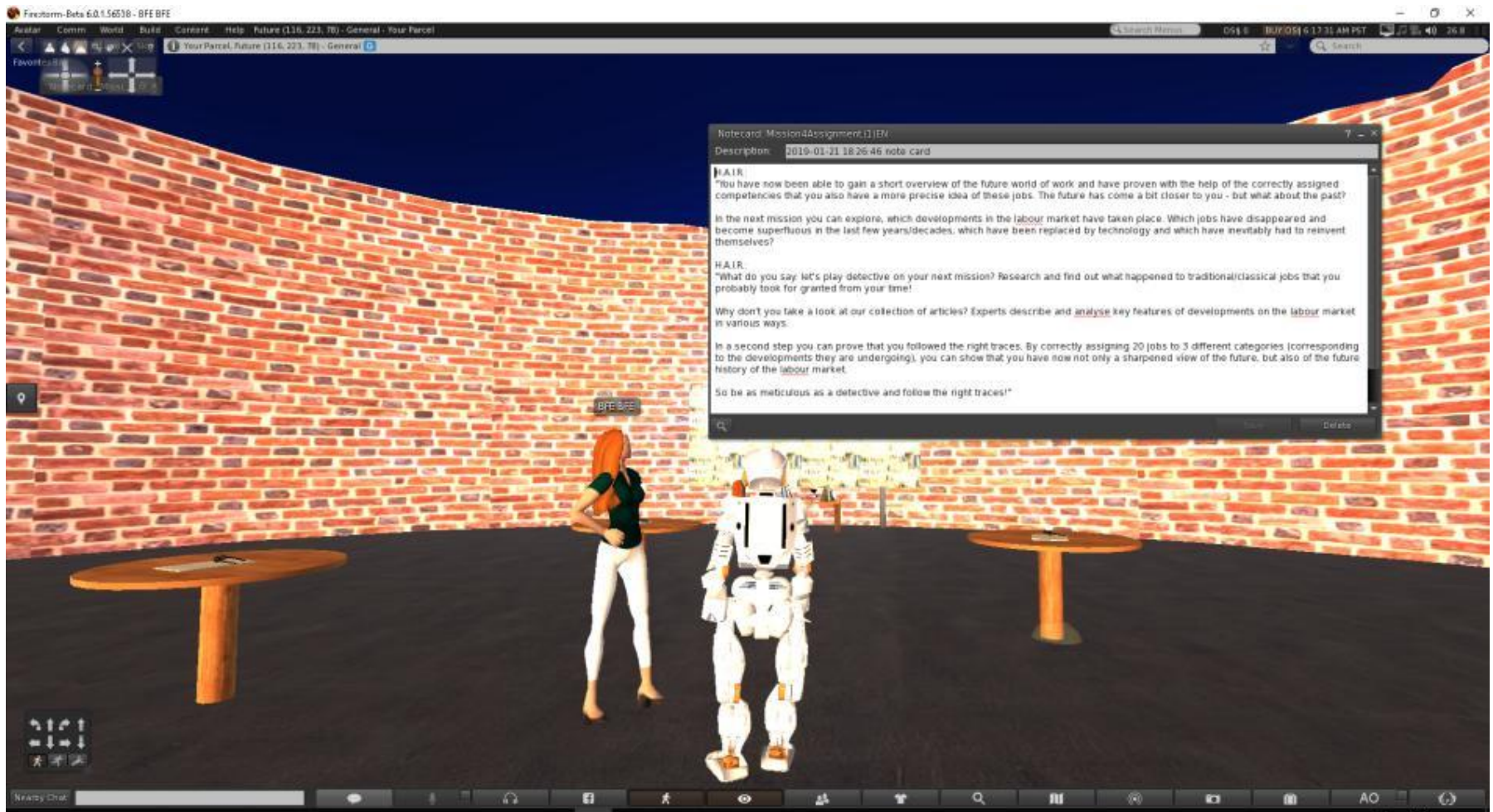


The game starts in year 2020. In the local library, the player understands about the arrival of a time machine and receives his mission to act as an ambassador for the future.





The game will take the player to the year 2050 with the mission to reveal what will happen with the world of work and become an ambassador of the future.



The player will explore the future of work, find out more about the trends that drive the change, learn about emerging jobs and the skills they will require.



The game will help the player master his/her career management competencies - critical thinking, decision making, problem solving, creativity, flexibility and self-reflection.



# Objectives of the FUTURE game-based scenario approach

## To navigate in the world of work, young people ...

- ... recognize their career opportunities
- ... gain knowledge and understanding of labour market developments
- ... research information on new jobs and careers
- ... research information on the skills required in the future
- ... are sensitised to labour market trends
- ... identify credible sources of information on new jobs
- ... are supported in making decisions regarding their career
- ... are supported to develop a positive attitude towards the future
- ... recognize their responsibility, opportunity and their active role for shaping their lives

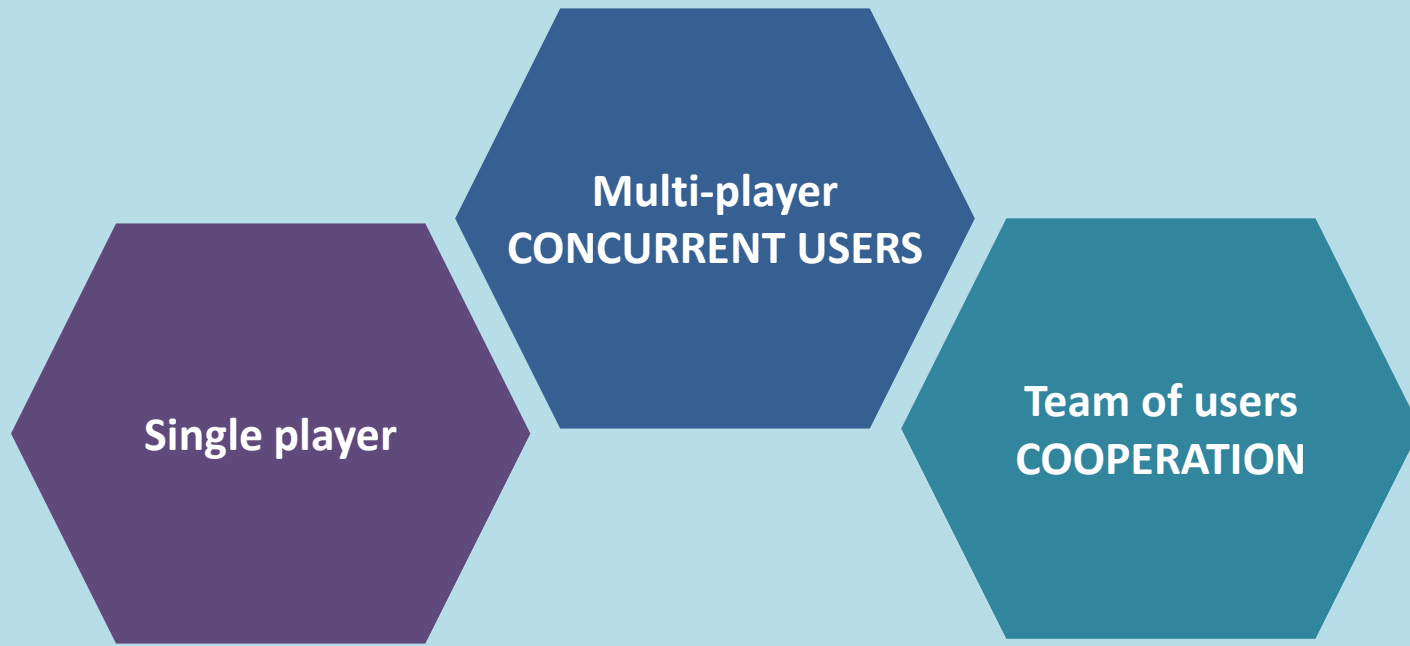
## To interact with others, young people ...

- ... recognize the need for cooperation
- ... can take on different perspectives
- ... can present their career choices before others

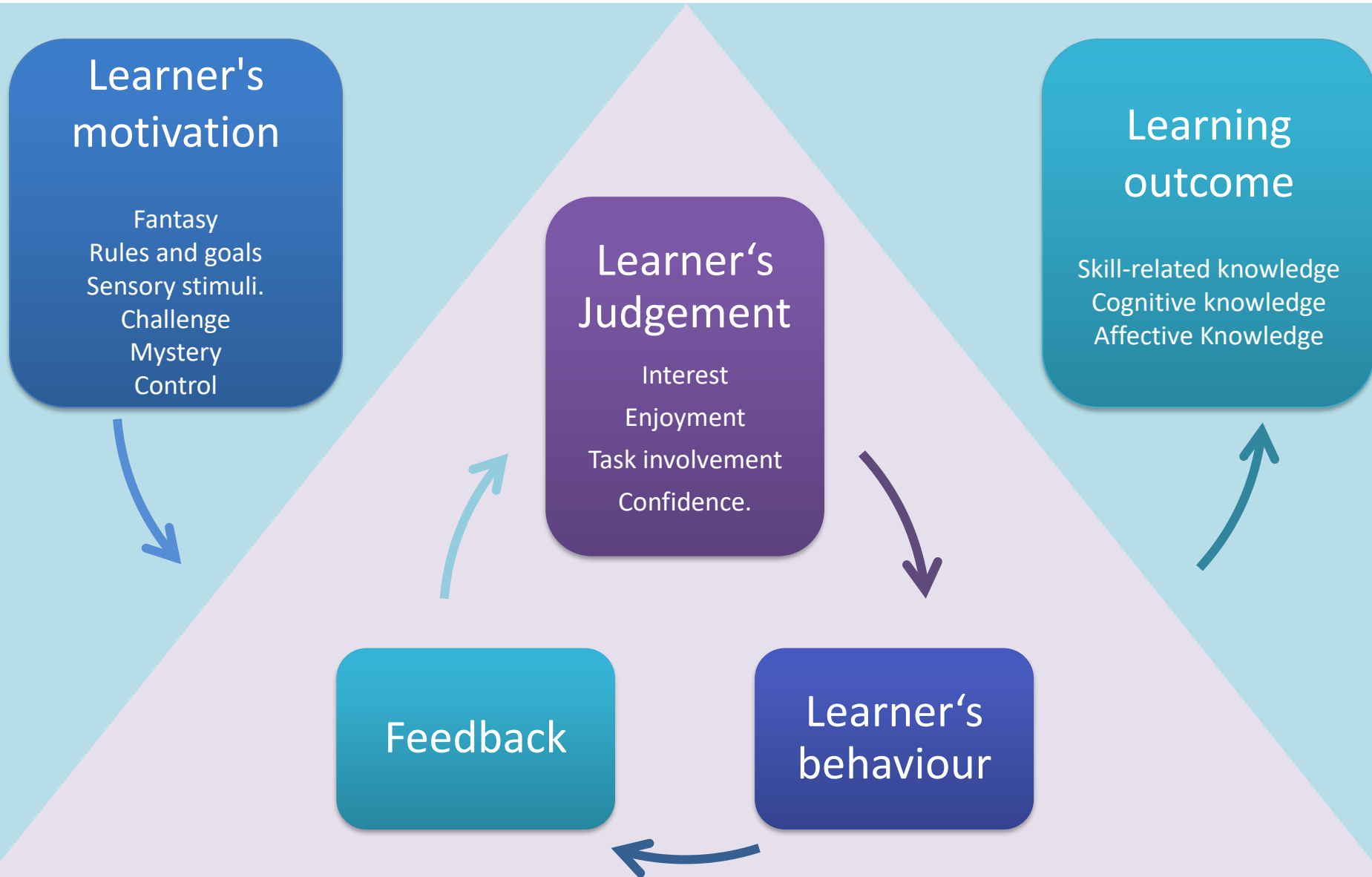
## To get the work done, young people ...

- ... enhance their critical skills in assessing professional decisions
- ... expand their analytical skills in relation to the use of information
- ... become aware of the social challenges of digitisation

# Multiple Playing modes



# What makes learning in the game successful?





# 10 guidelines for scenario development

## 1. Complex Problem Solving

- Adaptation of the challenges to the target group and the intended learning objectives.

## 2. Critical Thinking

- Offer opportunities for reflection, comprehensive feedback and debriefing of content.

## 3. Creativity

- Encourage proactive, independent actions and activities to motivate and engage players.

## 4. People Management

- Incorporate challenges, that require the cooperation of several players/people.

## 5. Coordinating with others

- Promote joint brainstorming and solution finding and cooperation in general.

# 10 guidelines for scenario development

## 6. Emotional Intelligence:

- Encourage the players to deal with triggered emotions through success and failure.

## 7. Judgment and Decision Making:

- Decide at an early stage which factors should determine the judgement and decision making in the game.

## 8. Service Orientation:

- Be transparent and clear in tasks and learning intentions.

## 9. Negotiation:

- Incorporate elements into the game or the comprehensive counselling situation that make people present and communicate themselves and their learning process.

## 10. Cognitive Flexibility:

- Deliberately create unknown scenarios and contexts that lead people to leave conventions and their comfort zones behind.



**THANK YOU.**

**Hope to see you again in the FUTURE!**

**Website: [www.future-time-traveller.eu](http://www.future-time-traveller.eu)**

**Facebook: [@Future.Time.Traveller](https://www.facebook.com/Future.Time.Traveller)**

*Irene De Laurentiis - [opportunities@ciape.it](mailto:opportunities@ciape.it)*

