

What are the EU's official languages?

There are currently **24**: Bulgarian, Croatian, Czech, Danish, Dutch, English, Estonian, Finnish, French, German, Greek, Hungarian, Irish, Italian, Latvian, Lithuanian, Maltese, Polish, Portuguese, Romanian, Slovak, Slovene, Spanish and Swedish.

As an EU citizen, you have the right to use **any of these languages** in correspondence with the EU institutions, which have to reply in the same language. EU regulations and other legislative texts are published in all official languages except Irish (only regulations adopted by both the EU Council and the European Parliament are currently translated into Irish).

Regional & Minority Languages

- The EU is home to **over 60** indigenous regional or minority languages, spoken by some **40 million** people. They include Basque, Catalan, Frisian, Saami, Welsh and Yiddish.
- While it is national governments that determine these languages' legal status and the extent to which they receive support, the [European Commission](#) maintains an open dialogue, encouraging linguistic diversity to the extent possible.
- [Erasmus+](#) , a new EU programme that encompasses education and training, is a potential source of funds for initiatives to protect and promote the teaching and learning of minority languages.

Language Learning

- The EU's multilingualism policy has 2 facets:
 - **striving to protect Europe's rich linguistic diversity**
 - **promoting language learning.**
- One of the [EU's multilingualism goals](#) is for every European **to speak 2 languages** in addition to their mother tongue. The best way to achieve this would be to introduce **children to 2 foreign languages from an early age**. Evidence suggests this may speed up language learning - and boost mother tongue skills too.

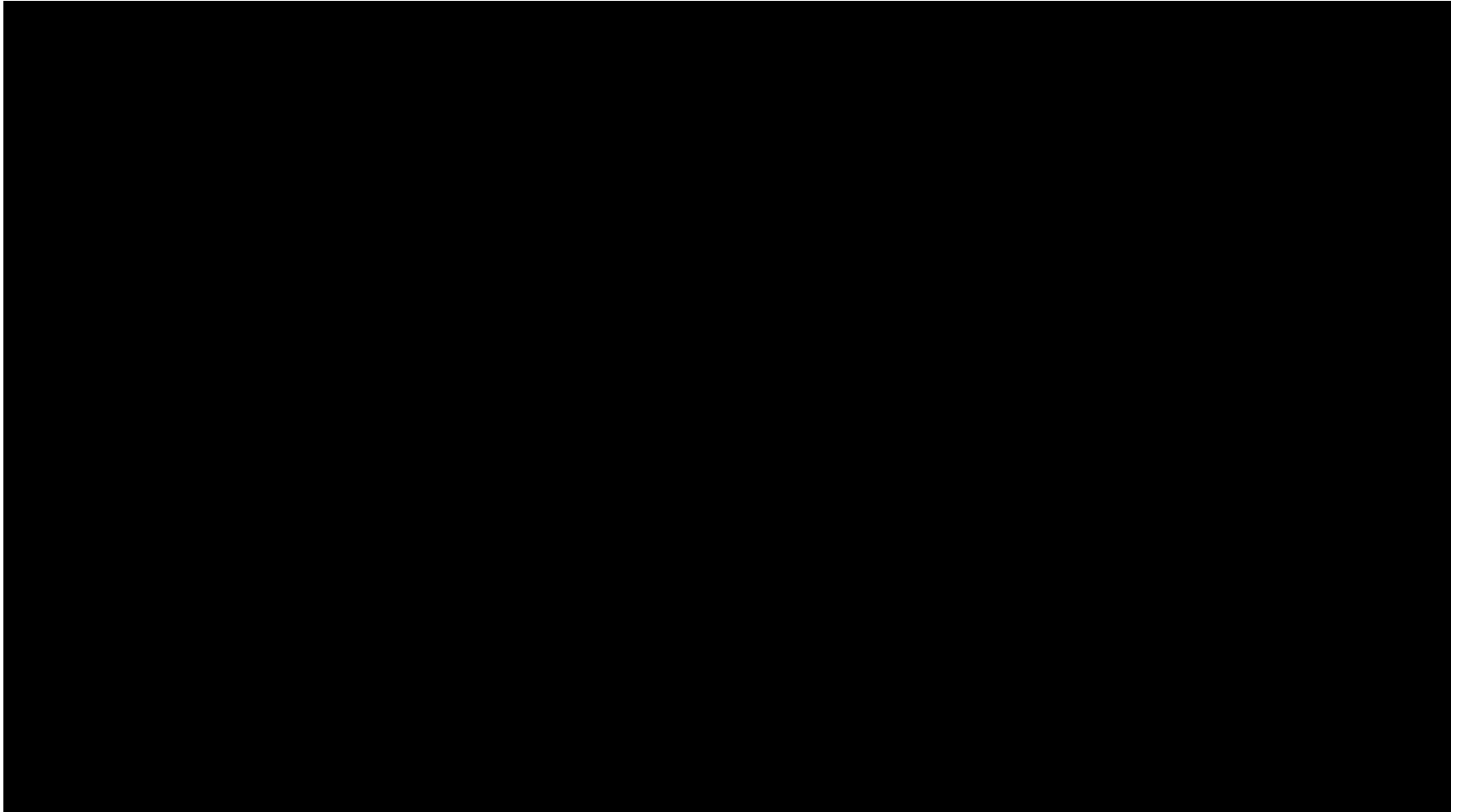
2014 Report on Innovative, Scientifically Proven Methods of Speeding up Language Learning

The working group on languages in education and training focused on this issue from 2011 to 2013. Its comparative analysis resulted in a 2014 report on innovative, scientifically proven methods of speeding up language learning, which examines:

- **content & language integrated learning (CLIL).**
- **computer-assisted language learning (CALL).**

Re Making School

<https://www.youtube.com/watch?v=vYUNfJ9IKzs>



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21st Century Skills Employers Want Across Industries



CRITICAL THINKING - The ability to reason and analyze information to come up with new solutions to a problem. It's one skill that can't be automated.



CREATIVITY - With the constant influx of new products and services, employers need creative minds that can apply these new tools to their product and industry.



COLLABORATION - The ability to work with others is a timeless skill, but as processes move faster and become more complex, the ability to understand others, be sensitive to their needs and find a way to work together will be more important than ever.



COMMUNICATION - Communicating clearly, either internally or to customers, is a much-desired skill across industries.



TECHNOLOGY / MEDIA LITERACY - Being able to understand how to work with the most up-to-date tools is a crucial skill in the constantly changing business landscape. As automated services take on more and more of the grunt work, the ability to speak the language of these tools becomes a necessity for all employees.



LEADERSHIP - The ability to interact with other employees, clients and other stakeholders and unite them behind a single purpose is an age-old skill that shows no signs of losing importance.

SOURCES:

<https://www.thebalancecareers.com/top-skills-employers-want-2062481>

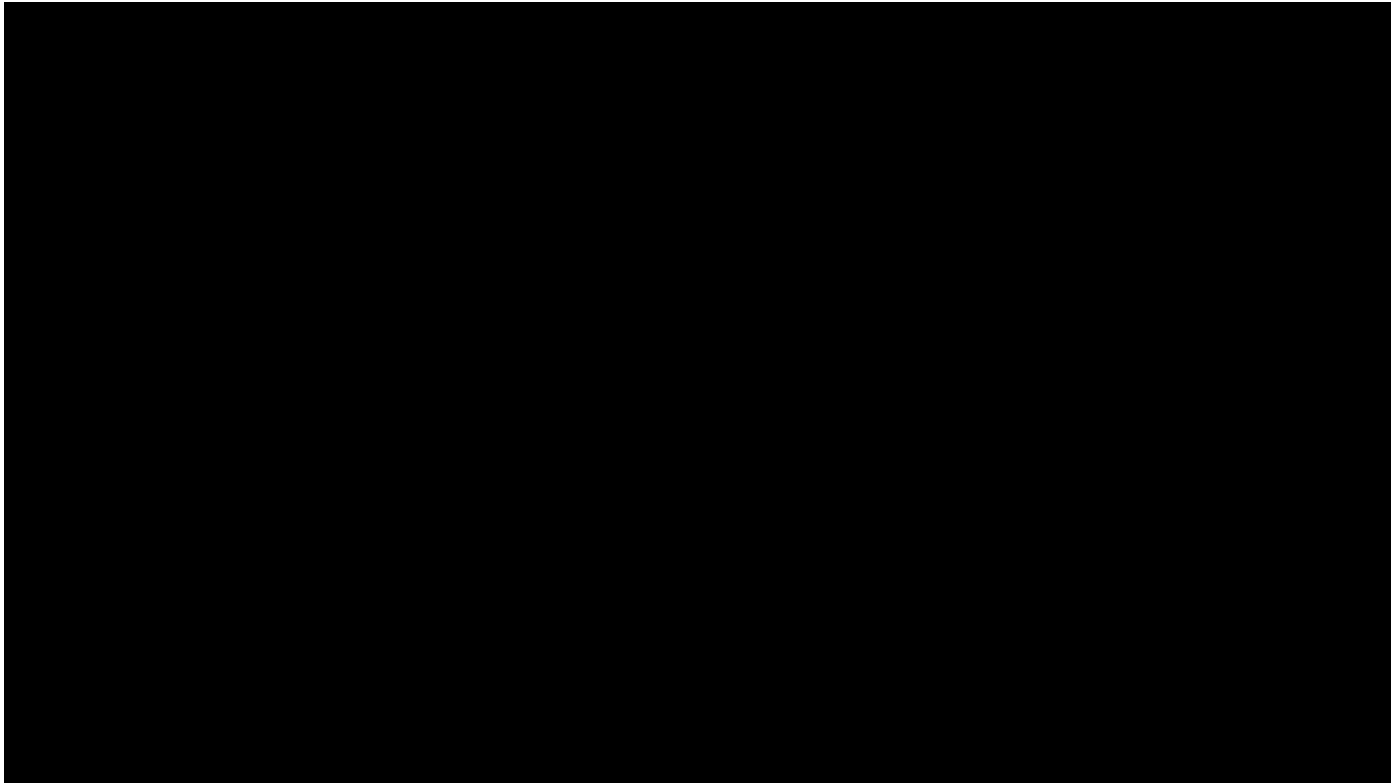
<https://www.businessinsider.com/10-skills-employers-will-want-the-most-in-2020-2018-1#10-cognitive-flexibility-1>

The Elephant, The Rider and the Path –

<https://www.youtube.com/watch?v=X9KP8uiGZTs>

Human behavior is the result of **rational** decision making based on available information.

A closer look into the science of behavior reveals the powerful role our **emotions** play in our decision making process.



The concept of gamification-

Definition

There are two main contemporary definitions for Gamification:

1. “Gamification is the process of **engaging people and changing behavior** with game design, loyalty, and behavioral economics. It’s taking what’s fun about games and applying it to situations that maybe aren’t so fun. It’s about applying that **feeling of flow** to everything from employee motivation to research studies to marketing campaigns.”
Gabe Zichermann, 2013
2. “The use of game elements and game-design techniques in **non-game contexts**.” Werbach & Hunter, 2012

The Concept of Gamification

- Gamification is **NOT** using games in the learning /teaching process
- It is about **designing** learning/teaching process in the classrooms with rules, tools and instruments
- It is how to motivate users in order to do those actions that you want them to do

GAMIFICATION VS GAME-BASED LEARNING



Gamification and game-based learning have become buzzwords in education. There are significant differences between the two when it comes to how they're used and how they affect students. But where does one stop and the other start? This handy infographic will help you out.

GAMIFICATION

Gamification is adding game elements to a non-game scenario. You reward certain behaviors with benefits or by “unlocking” new features or services.

Adding game-like elements (badges, experience points, etc.) to a lesson

Motivation: Likely **extrinsically rewarding**. I.E. the reward is tied to grades.

Assessment is **not within** the “game.”

Game-like aspects are adjusted to fit the lesson content.



GAME-BASED LEARNING

Game-based learning (GBL) flips gamification on its head. Rather than implement game-like tropes into lessons, GBL uses actual games to teach.

Using games (such as Minecraft) to teach specific learning objectives

Motivation: Games are designed to be **intrinsically rewarding**. May also be extrinsically rewarding.

Assessment is **in-game**.

Lesson content is adjusted to fit the game.

Elements of Gamification:

Gamification provides a structured, multi-tier approach to **boosting** and **nurturing user engagement** through the use of game-designed techniques like :

- missions, levels
- leaderboards,
- point systems,
 - badges.

Elements of Gamification : Missions, levels

A mission is an activity transformed into a mission

Module One

Mission : The Phone Game

Level1

This mission is suitable for a group of students

The mission of this language activity is to realize how we need more than words to share a message and the message can get lost or misinterpreted along the way. It is a fun way to show this within a larger groups..

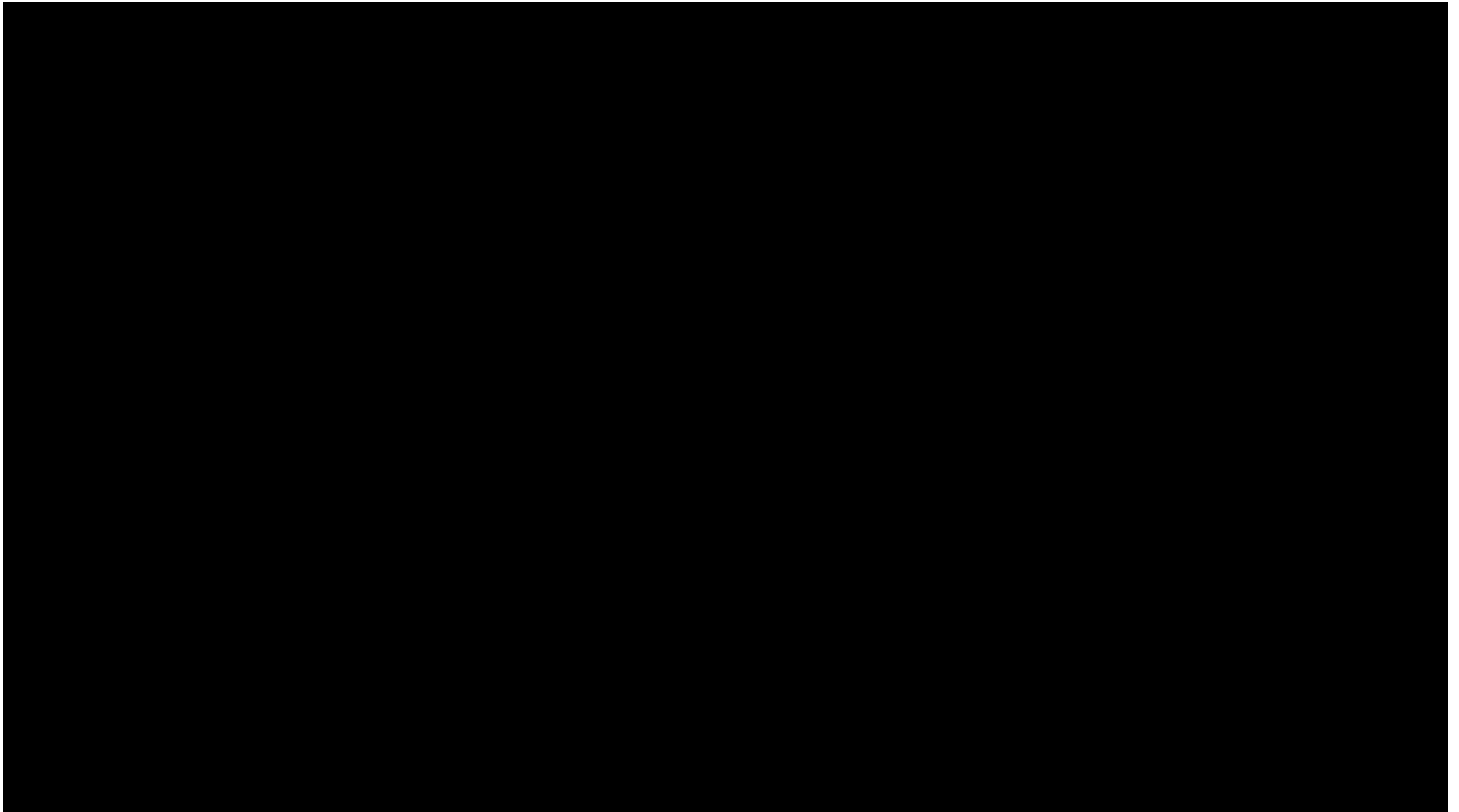
This module will bring you 100 points.

Instructions for the group

- Line up the group with everyone standing side by side
- Give 1 person a message quietly at the end of the line
- Tell them to whisper the message to the next person
- This should be continued until the end of the line
- The last person shares what they've heard with the rest of the group

Elements of Gamification: Leaderboards, point systems, badges

<https://www.youtube.com/watch?v=eGdbshC-4Q0>



Gamification: Points given

| | | | | | |
|------------------------|--|------|-----|-----|---|
| Registration | Completed registration | 20 | | | |
| Registration | Share registration screen on FB | 50 | | | |
| eLearning | Completed training material | 100 | | | |
| eLearning | Completed test | 350 | | | |
| eLearning | Completed test with 100% correct answers | 100 | | | |
| eLearning | Completed test with >80% correct answers | 50 | | | |
| eLearning | Project assignment reviewed by mentor | | 500 | 200 | 0 |
| eLearning | Peer review | 150 | | | |
| eLearning | Matching peer review score with mentor's score | | | | |
| eLearning | Buying one additional pass of the test | -150 | | | |
| Post an Post / Article | Proposed idea | 200 | | | |
| Post an Post / Article | Receive Vote Like | 20 | | | |
| Post an Post / Article | Comment (first) | 20 | | | |
| Post an Post / Article | Like (another user's idea) | 10 | | | |
| Post an Post / Article | Share on FB | 50 | | | |
| Post an Idea | Proposed idea | 100 | | | |
| Post an Idea | Receive Vote Like | 20 | | | |
| Post an Idea | Comment (first) | 20 | | | |
| Post an Idea | Like (another user's idea) | 10 | | | |
| Game | Scratch and win | 20 | | | |
| Game | Scratch and win | 50 | | | |
| Game | Scratch and win | 100 | | | |

Elements of Gamification : Types of players



Killers

hack
cheat
heckle



Achievers

win
challenge
compare



Socializers

share
comment
help



Explorers

investigate
create
discover



Erasmus+

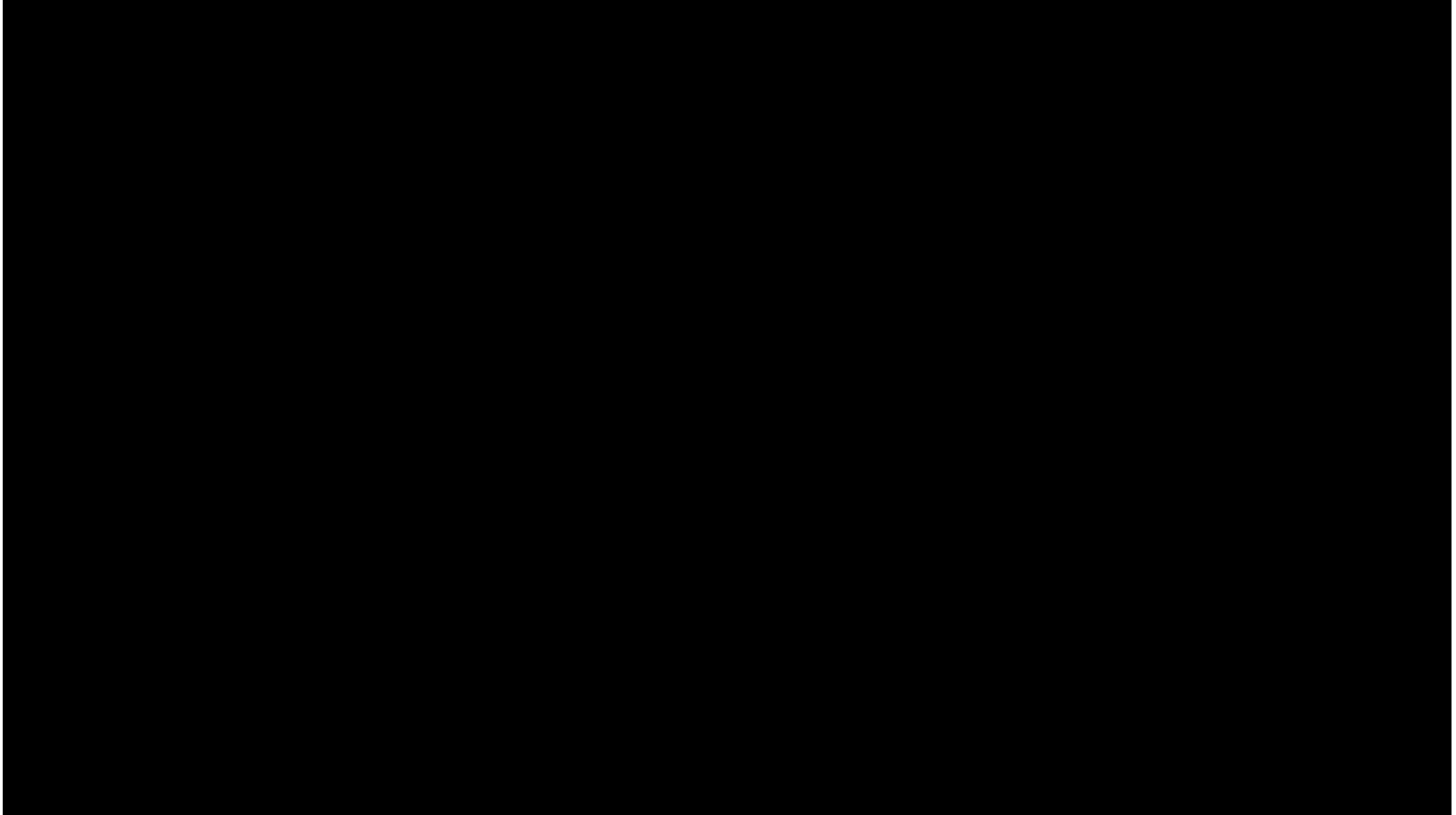
2016-1-IE01-KA204-016906

Emprove : an example of gamification in combating domestic violence

- ▶ <https://emprove.goodworky.com/en/e-learning/course/15>
- ▶ <https://emprove.goodworky.com/ro/login>

Gamification : Conclusions

<https://www.youtube.com/watch?v=vZkZyXxvHF>



Bibliography - 1

- <https://www.youtube.com/watch?v=BqyvUvxOx0M>
- What is Gamification? This video provides a few ideas about gamification. The video defines the term gamification, talks about the two types of gamification (structural and content) and gives an example of each
- <https://www.youtube.com/watch?v=nYnbapB5Yl8>
gamification in education
- <https://www.youtube.com/watch?v=i54UkHUM-co>
- <https://www.youtube.com/watch?v=W72DnmSZbr4>
Gamification and the classroom

Bibliography - 2

- <https://www.youtube.com/watch?v=-N-jMSymzBM>
- <https://www.youtube.com/watch?v=LQ2fYtJuh7I> How to teach English by gamification
- <https://www.youtube.com/watch?v=AjQi3Feoy78> How to teach vocabulary
- <https://www.youtube.com/watch?v=Gh5D1Qu774> Find out what gamification is and how it differs from traditional games. In this video, we define gamification and how it can be used in a variety of different contexts. We provide examples inspired from Minecraft to Candy Crush of how gamification is currently being used to improve learning outcomes and increase physical activity.