

## 3rd Press Release

### **i-CONTENT: the MOOC for designing gamified online courses and the one-stop-shop platform are already online**

2023, May 30. After an intensive testing phase which consisted in piloting initiatives, the i-Content Project published its IO4: a MOOC (Massive Open Online Course) detailing how to design engaging content for VET training, using gamification techniques and tools. In particular, the course is aimed at teachers, professionals and SMEs. The final goal is to equip them both with skills and competences and with plug-ins, software to realise (or convert) training modules into digital, multimedia, dynamic contents, exploiting the lever of gamification to stimulate learner participation, engagement and competition.

The MOOC is available in the languages of the project partners (Greek, Italian, Polish and English) and consists of 3 modules:

1. How to design an interactive online course
2. How to build interactive content with a very comprehensive toolkit  
How to use gamification with effective plug-ins and Open Source software

The course was tested by more than 100 professionals who filled in an online questionnaire to gather suggestions for improving its navigation, accessibility and structure.

At the same time, the i-CONTENT platform was published. The platform is 'one-stop-shop', i.e. it is a digital space that contains everything needed (guidelines, the MOOC, the toolkit and plug-ins) for trainers and SMEs to develop adult learning 'experiences'.

Discover the platform and attend the MOOC at <http://icontent.projectsgallery.eu>

In June 2023, the i-CONTENT partners will be engaged in several multiplier events (dissemination events) to illustrate the results of the project and to spread the MOOC and the platform among practitioners. *In particular, Gruppo 4 for Italy is organising on 20 June at 4pm an event entitled **Gamification. A practical guide to creating interactive content in education**, c/o Centro Universitario Padovano (Via Zabarella, 82 - Padua). To participate, please fill in the [registration form](#).*

In a nutshell:

Partners of the Erasmus+ i-CONTENT project (A Toolkit for Educators and VET providers for the design and development of online interactive gamified content) are: for Poland, the Institute of Technological Innovation SIEC BADAWCZA LUKASIEWICZ; for Cyprus, EDITC; for Greece BEE GROUP, for Italy Gruppo4; for the United Kingdom RINOVA. i-CONTENT has been funded with support from the European Commission, on behalf of the Erasmus+ programme, under the Key Action: Cooperation for innovation and the exchange of good practices (Action: Strategic Partnerships for vocational education and training). The project started in 2020 and will end on 30 June 2023.

Learn more about the project at <http://icontent.projectsgallery.eu>