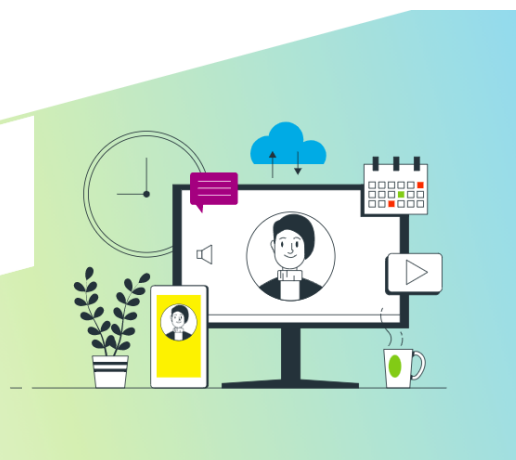




*How to deliver e-learning experiences based on gamification?*

## Sparks will make it easier.

**A new Conceptual Framework  
for Game-Based e-Learning  
Programs and E-Learning  
platform**

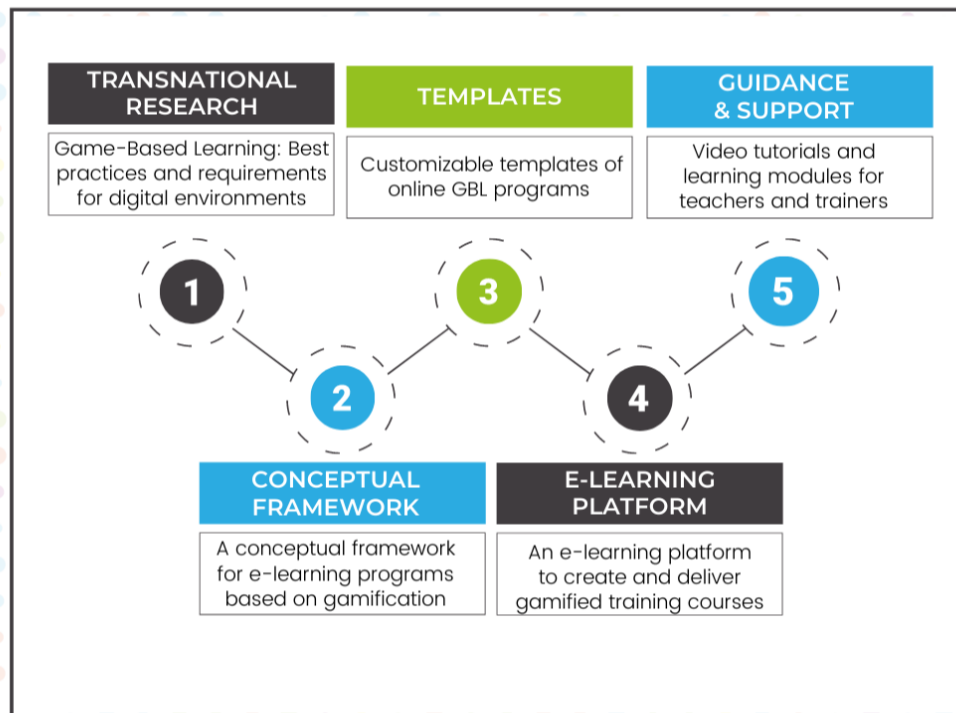


Developing new tools for teachers and trainers to create innovative online training experiences based on gamification and increase the motivation and engagement of their students in learning: these are the goals of the **Sparks project**, a Strategic Partnership for **Digital Education Readiness**, co-funded by the Erasmus+ Program of the European Union.

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### The Project

Six companies and NGOs from Italy, Spain, Portugal, Greece, Romania and Poland will develop a new conceptual framework and an e-learning platform to create and deliver online game-based learning programs, **to support Vocational Education and Training providers and learners in overcoming the challenges imposed by the pandemic.**



## Our Roadmap

### Current Status

After our project's kick-off in Caserta, Italy, in the first days of July, we started a **transnational research** on "Game-Based Learning: good practices and requirements for digital environments":

- we will identify, collect and analyze national best practices in the field of game-based learning;
- we will administrate a survey to a sample of about 250 VET providers;
- we will implement focus groups with teachers, trainers and learners in the six countries involved.



Find Out More



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