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## The Sparks Project

**Sparks** is a **Strategic Partnership** co-funded by the **Erasmus+** Programme of the European Union and implemented by six organisations:

 [Lascò Srl](#)

 [KEAN](#)

 [Bexley C-Level IT](#)

 [ECOS](#)

 [Femxa Formación](#)

 [Center for Innovative Education](#)

**GOAL:** develop a new Conceptual Framework and an E-Learning Platform to create and deliver innovative Gamified E-Learning Programs.

### CURRENT PROJECT STATUS



Transnational Research "Gamification and Game-Based Learning: Best Practices and Requirements for Digital Environments"



Conceptual Framework for Gamified E-Learning Programs

## Transnational Research on Game-Based Learning: Results Publication

The transnational research, developed from June 2021 to October 2021, gathers best practices of game-based learning and gamification across the six European countries involved, together with the requirements for digital environments for Vocational Education and Training experts and learners.

### RESEARCH PHASES

1. Identification and analysis of best practices in game-based/gamified learning.
2. Validation of the best practices through an online survey targeting VET experts.
3. Local focus groups with VET providers and learners.



Os relatórios nacionais e transnacionais estão online!

**Leia-os agora**



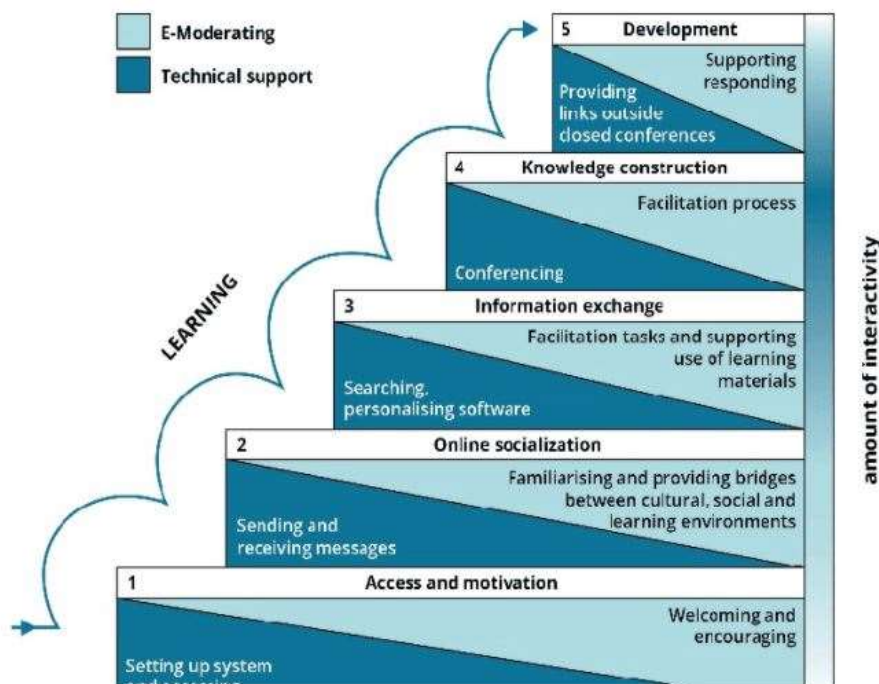
# Conceptual Framework for Gamified E-Learning Programs

We are currently working on the development of the second intellectual output of our project: a Conceptual Framework for Gamified E-Learning Programs.



**"A step-by-step guide for VET teachers and trainers to gamify their online programs".**

The Framework will consist of a structure to combine game elements for different target groups in the different stages of e-Learning, following the Five-Stage Model of E-Learning of Prof. Gilly Salmon.



Structure of the Conceptual Framework. Do you want to know more? [Stay tuned](#).