The Physical sustainability game

Green Salon

Erasmus+

What did we agree on in the submitted application ???

In the application form we agreed on delivering:

- Develop a demo game

- Translate English demo into Dutch, Spanish, Danish

- Testing the demo physical game in the participating VET-institutes (except IGS&Stivako)

- Evaluate the testing in the schools

- Make a report on evaluation in a presentation per partner

- Improvement of the game based on evaluations

Resulting in Intellectual Output 8:

Production of final version of the physical sustainability game green salon including:

- teacher's guidelines,
- student material,
- physical material,
- evaluation material

For the target groups:

- students in VET and Higher VET

- employees in companies

The original game:

- Targeted at the communication sector

- 5 print media companies who compete against each other

- Three phases in the game:

1) Physical game;

with the aim to acquire knowledge about sustainability. Focused on five target groups of the industry, namely: Supermarket, travel, construction, municipality and province, hospitality.

2) Making a pitch (sales presentation)

to any of these target groups, where each of the 5 print media companies explain what they have realized in the field of sustainability, so they can inform their customers about the opportunities they can offer their customers in this area.

3) Making a physical communication

product for one of these 5 target groups, where the print media company has to apply her knowledge and creativity in order to achieve that the target group can use this to present itself in a positive way to the end-user in the field of sustainability.

Questions that need to be answered before development (1-5):

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1. What is the goal of the game that we want to achieve?
2. For what audience/target group?
3. Establish the exact scope of the game
4. what will the structure of the game be?
5. Discuss the content of the game focused on the H & B sector

1. What is the goal of the game that we want to achieve?

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IN THE APPLICATION:

to make students in VET and Higher VET or employees in companies aware of the fact that they play a role in sustainable development both at home, at school and at work.

If a school or company will evolve in a sustainable way, it is important that the students or employees are involved in the process of implementing sustainability.

2. For what audience / target group?

a. Students VET & Higher VET?

b. Employees in companies?

c. Both?

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3. Establish the exact scope of the game

Will we focus on:

- Health & Safety only? Or also on:

- Environment

- Aspects of CSR, etc.

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4. What will the structure of the game be?

Will we focus on the physical game as played during the kick-off, or will we also take into account the image aspect, as a kind of second level, eg. customer experience?

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How many 'workstations' (target groups in the original game) will we develop? 3, 5 or more?

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Will it still be a question and answer game with the same scoring system as in the original game?

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5. Discuss the content of the game focused on H&B sector

- What will the content of the game be?

- Is it only about H & B or also about basic knowledge issues on sustainability?

- What will the themes of the 'workstations' (former target groups) be? E.g. workstations, or themes of CSR

- Which sub-themes will each workstation contain? E.g. the same format as in the workplace description or otherwise?

- Determining the level of the questions

  (VET levels)?

PLANNING

ACTIVIT Y CODE	ACTIVITY TITLE	RESPONSIBLE PARTNER	PARTICIPATING PARTNER	DEADLINE	2016						2017												2018
					J	J A S	O	N D J	F	M A M	J	J A S	O	N D J	F	M	A N
	STUDENT ACTIVITIES WITH WORK CONFERENCE				DK		ESP		FR		UK		ESP			NL	
	Development physical sustainability game green salon																
O8-A1	discussion on development sustainability game green salon - presentation at WC2 - Denmark	P1	P1	30-6-2016													
O8-A2	Develop concept sustainability game green salon - presentation at WC3 - Spain	P1	P1	31-10-2016													
O8-A3	developing content sustainability game green salon	P1	P2,3,5,6	31-1-2017													
O8-A4	discuss content sustainability game green salon - WC 4 Lyon	P1	P1,P2,3,5,6	28-2-2017													
O8-A5	develop prototype sustainability game green salon - demo at WC 5 - Leeds	P1	P1	30-6-2017													
O8-A6	adjusting sustainability game green salon	P1	P1	31-7-2017													
O8-A7	Translate sustainabiity game into local languages	P1	P2,3,4,5,6	30-9-2017													
O8-A8	Testing sustainability game green salon	P1, 6	P2,3,4,5,6	31-12-2017													
O8-A9	Presentation per partner on testing physical game - WC 7 in Amsterdam	P1	P2,3,4,5,6	31-3-2018													
O8-A10	Dissemination activities on national & regional level	P1	ALL	31-1-2018													

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