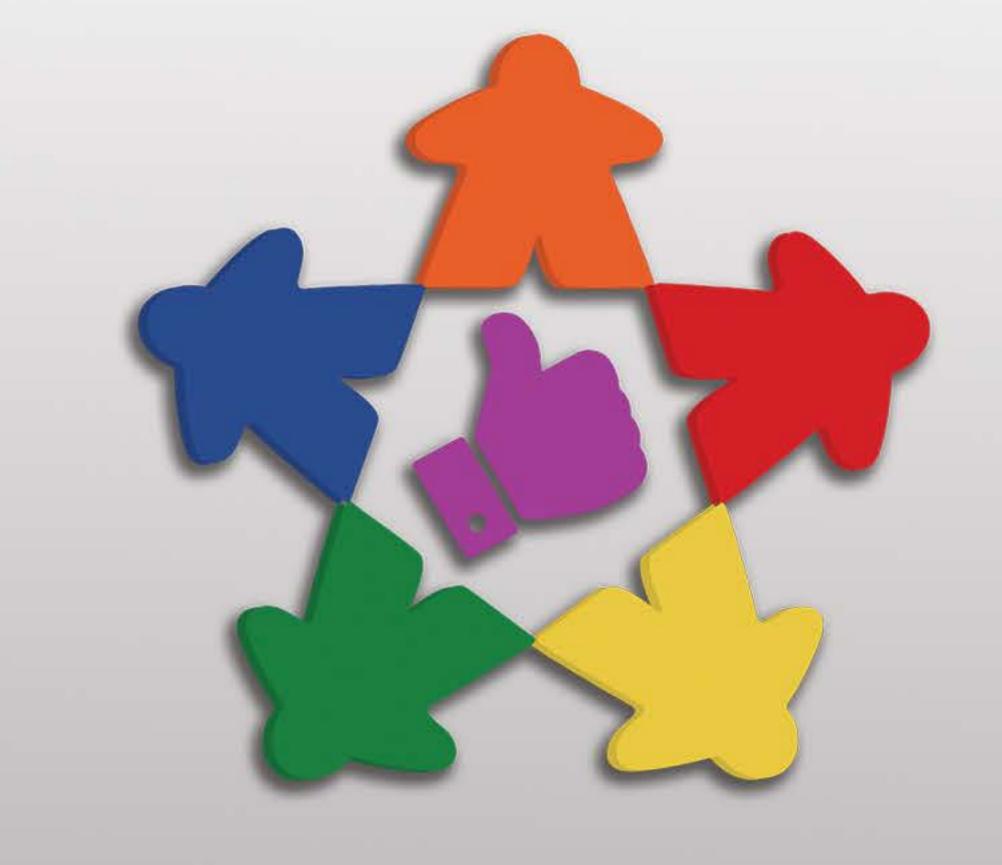


# GAMRIGHT

The right gamification for tackling early school leaving and disadvantage



Code: 2020-1-ES01-KA201-082223 Project Gamiright has reached its end, and we are so proud of its results!

Thanks to the work and effort of all Gamiright partners all project activities have been realized, often to a greater extent than initially foreseen. As a result, the Gamiright project can be considered very prosperous and successful.

#### Project's Results Progress

The Gamiright project's Results are now complete and freely available on the project's official website!

#### The Gamification Strategy

which was planned in 3 different modules (Module A, B and C), according to the level of complexity of the elements and mechanics, in order to address the need of teachers with no experience in gamification, the ones with little experience and also the ones with more experiences in gamification.



#### The gamification strategy is accompanied by:

1. amazing elements such as avatars, badges, battles, duels, etc. to encourage student engagement and learning.

2.the Narrative, an inspiring story to motivate your students involved in the learning process.

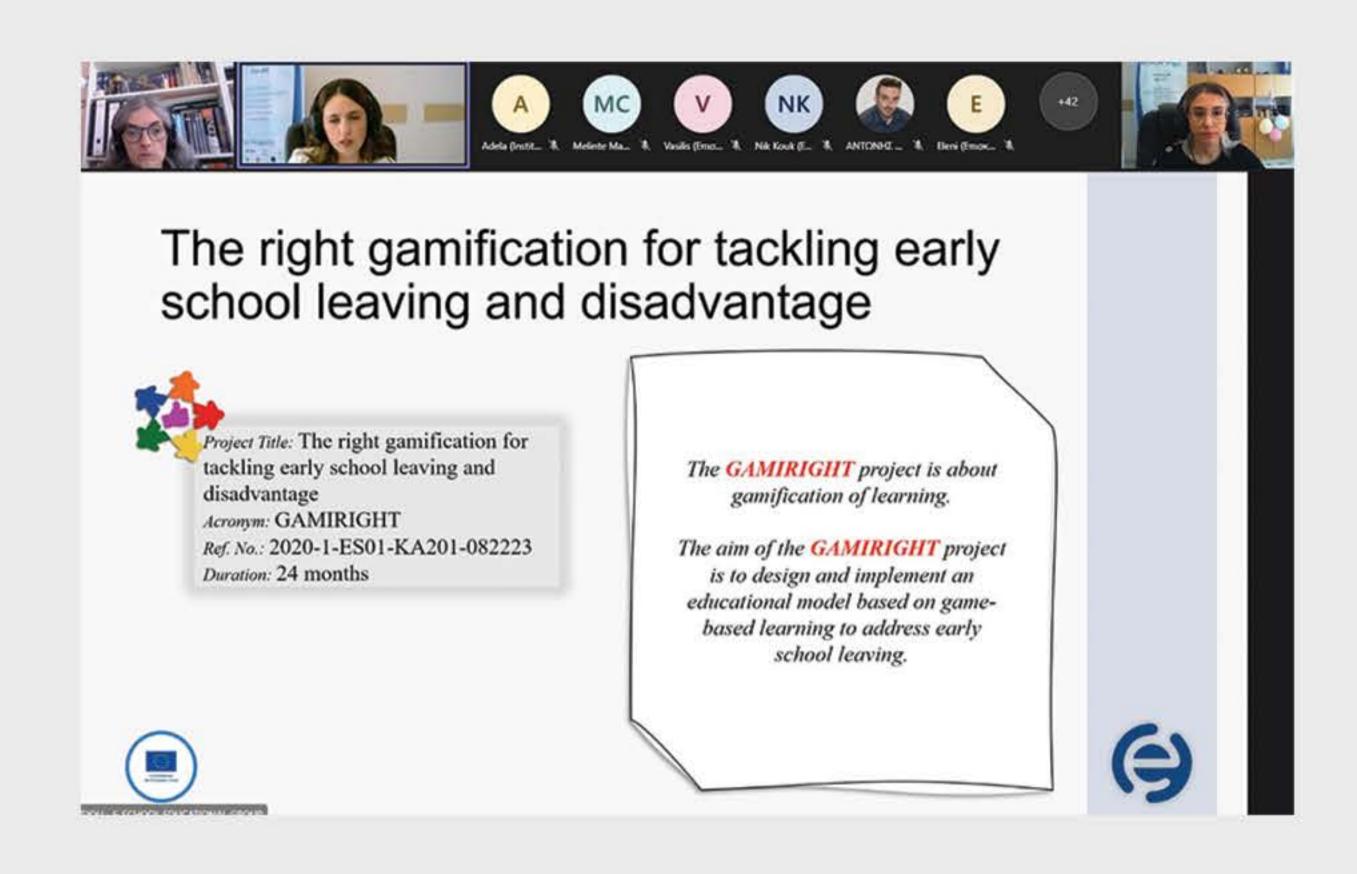






#### Celebrating the Erasmus+ Days 2022

We were pleased to share our experience and work on the Gamiright project, as well as Gamiright project results, with the 44 educators who participated in our webinar celebrating the Erasmus+ Days 2022 on Thursday, October 13, 2022.





### → Multiplier Events

We are pleased to have shared our project's results with other teachers, educators, schools, parents, and students, and we are even pleased to see the positive impact they had!



## The partnership

The European partnership is made up of the following organizations:









## GAMIRIGHT project's website

Visit our project website at: www.gamiright.eu

Visit our Facebook page at: www.facebook.com/Gamiright

