

iter



improving transitions
enabling results

NEWSLETTER 2

February 2021





Massimiliano, Anastasia and Antonia at Polytechnic University of Bucharest, February 2020

WHAT A DIFFERENCE A YEAR MAKES!

Who would have known that the ITER partnership meeting in Bucharest would have been the last time we have been able to meet face-to-face for over a year?

The Covid-19 Global Pandemic has compelled us to think and do things differently with the priority of preventing the spread of the virus.

We might not have been able to travel to meet together but we have not let this affect our work plan – it has been business as usual, and we have worked together and met through video conferencing and have made excellent progress in IO2 and IO3 and we are just about to start IO4.

Antares and Eulab our IO2 Project Lead will host a virtual **Multiplier Event** on 2nd March 2021 at 14.30 CET This will focus on the development of **IO2 the ITER Platform**



A first task for us in designing the ITER platform was to determine how we would take the CO-MENT collaborative mentoring model, the young person's journey and the touchpoints they would reach along the way and all the assessment and reporting templates and build this into an online game format.

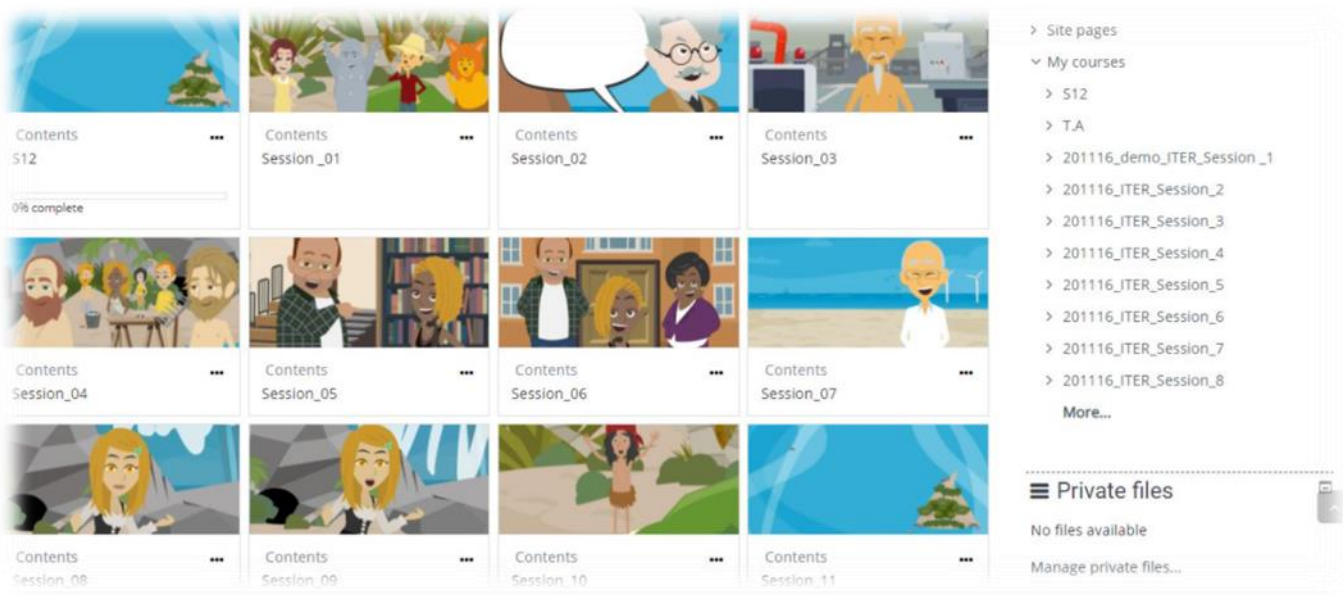
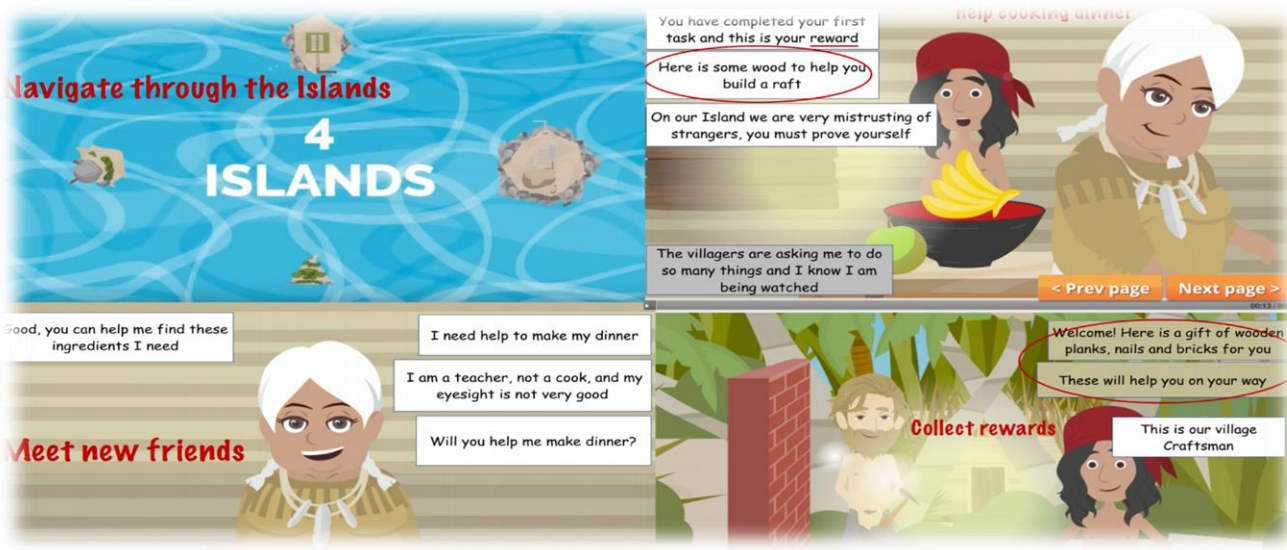
The game (the platform) design had to hold a young person's interest and at the same time support them to develop the skills they need for learning and work and equally importantly support their successful transition from NEET to mainstream vocational education and training/college.

We did a lot of the preparatory planning and design work for IO3 at our meeting in Bucharest when we worked together to 'storyboard' the game the architecture and the how to integrate functions such as assessment, action planning and review in a way that would keep things interesting for the young person (the player) and assist their mentor (guide) to help them navigate and progress.

We developed an archipelago of 5 islands **Learning, Life, Leisure, Work and Transitions** which would see the player move between islands carrying out tasks and earning 'rewards'. Writing the scripts (and translating these into Romanian, Italian, Portuguese and Hungarian) was aligned to the main storyline and included all the dialogue between the player and the characters they meet during the game.

DESIGNING THE ITER PLATFORM

The game and its storyline was designed to reflect recognisable but non-human characters – this was to ensure players could immerse themselves in the game without any chance of the scenarios and characters reflecting a real person. This is because many young people will bring some adverse life experiences that may be triggered by scenarios that are too close to real life.





We have all been working very hard to develop our evidence and approach to designing an ITER Transitions Management Handbook that is informed by research, contains the key steps to establishing effective partnerships to support the transition to mainstream VET of a NEET-experienced young person and provides a practical transitions management agreement/action plan.



A key element of IO3 has been the primary and desk research undertaken in each partnership country involving interviews and focus groups with NEET-experienced young people, mentors and other key stakeholders including labour market departments, local government/municipalities, VET organisations and colleges.



Professor Robin Simmons, University of Huddersfield our UK partner, has been analysing the research data and has already identified some interesting findings. Professor Simmons will introduce some of his initial findings at the **ITER Multiplier Event** to be held on 2nd March 2021 at 14.30 CET

Multiplier Event **Agenda**

- 14.30 - 14.40 Opening & Registration of participants
- 14.40 – 14.55 Welcome and general introduction (**Susan Russam** – GEMS-NI)
- 14.55 - 15.15 Introduction on how interactive technology can improve life of people from a disadvantaged background (**Cristian Tarba** - PUB University)
- 15.10 - 15.40 ITER PLATFORM - IO2 (**Antonia Castellani** - ANTARES & **Massimiliano Sasseti** - Eulab Consulting)

ITER Platform Link: <https://iter.lmsformazione.it/>

- 15.40 - 16.00 **The ITER HANDBOOK**
(**Professor Robin Simmons** - University of Huddersfield UK)
- 16.00 -16.15 Q&A and Conclusion

- **Zoom Link** for the Meeting:

<https://us02web.zoom.us/j/84901467205?pwd=UXhvKzJxY0lpbWcwNWwhETnMzTFU3UT09>

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