



Project Career guidance game in a city full of occupations No 2019-1-CZ01-KA201-061204



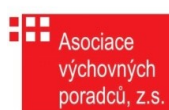
A game aimed to choosing a profession
for pupils aged 12-14

C-Game: Career guidance game in a city full of occupations



- ▶ **ERASMUS+** Strategic partnership in school education
- ▶ **Project duration:** 29 months, 31.12.2019 - 31.5.2022
- ▶ **Aims:** To create a new online game, which is to make it easier for pupils in the last years of primary school to orientate themselves in occupations and help them with their professional orientation.
- ▶ **Main outputs**
 - O1: Five overview / inspirational studies on the issue of career counseling for the development of online games
 - O2: Database of 600 occupations with description
 - O3: Online game development
 - O4: Guides for pupils and facilitators on using C-Game

C-Game project partnership



- | | |
|-------------------------------------|-----------|
| ▶ Asociace výchovných poradců, z.s. | ČR |
| ▶ Národní vzdělávací fond, o.p.s | ČR |
| ▶ K.A.B.A. Slovensko | Slovensko |
| ▶ TeCeMko | Slovensko |
| ▶ ISON Psychometrica | Řecko |
| ▶ Znam i Moga | Bulharsko |

▶ 3

The city (the player chooses its name)

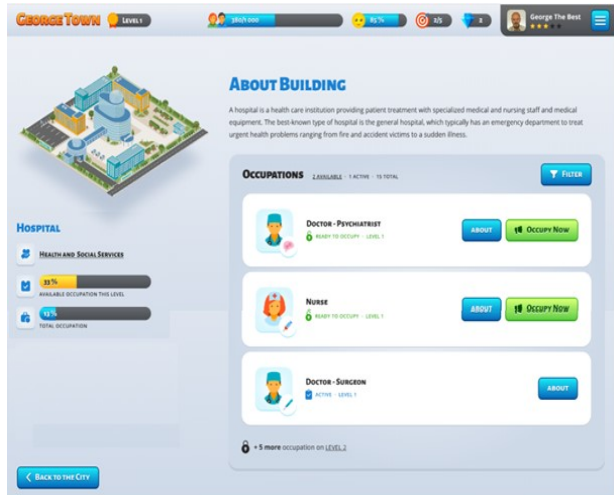
- ▶ 133 buildings
 - free plots
 - building plots
 - finished buildings
- ▶ 600 vacancies
 - name of profession (choice f + m gender)
 - max 3.5 lines of job description
 - 4-6 work activities
 - work items
 - work environment
 - personal requirements and skills
 - RIASEC code



▶ 4

Building construction = filling of all vacancies of a given level of the game

- The game will have 3 levels, in each of which it will be possible to fill 200 vacancies. Upgrading to the game will be possible sooner.
- Entire class groups can enter the game under the guidance of a teacher / career counselor, etc.
- The player will be able to compare their point scores with other players.



► 5

Vacancy quiz = dialogue between job server and player

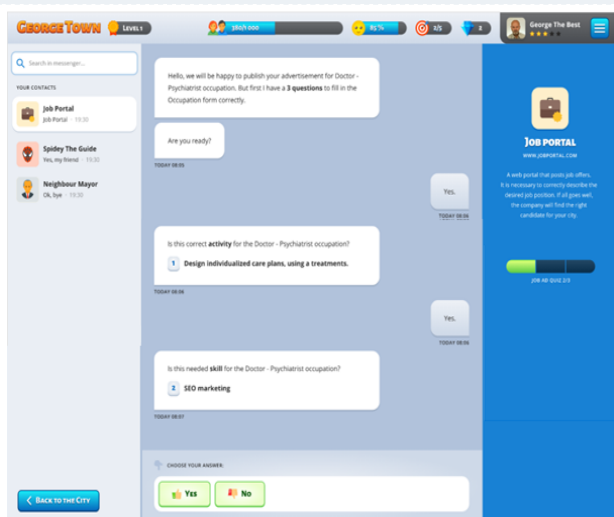
Quiz:

- work activities,
- working tools,
- required minimum level of education.

Final question:

Would you be interested in this type of profession in the future?









Each profession has its own RIASEC code, the player's RIASEC profile will be gradually fulfilled, which will be used in level 3 when playing missions.



► 6

Filling of all vacancy in one building = points

After the correct completion of the quiz to fill the vacancy, points will be added to 8 areas of satisfaction of the population:

-  Health and social services
-  Security, finance and authorities
-  Education and science
-  Transport and infrastructure, including construction
-  Industry, energy and production
-  Agriculture, food and the environment
-  Trade, services and crafts
-  Culture, media and sport



The building will be fully colored only after all vacancies in the given level of the game have been filled.

▶ 7

Current state of game development

- ▶ **The database of 600 occupations** is continuously supplemented with additional data and language versions are being revised.
- ▶ **The concept + graphics** of the game are in their final form.
- ▶ **The programming** of the first part of the game should be completed by the end of **June 2021** and the second part during **July/August 2021**.
- ▶ **In September 2021**, internal piloting will take place at one school in each country. After the modifications, **70 pupils and 20 educational / career counsellors** in each country should pilot the whole game.
- ▶ **Dissemination conference** will be held in each partner country in May 2022.

▶ 8