

E-LEARNING GROUP

Educational tools for fun training
computer-assisted

GAMEPLAY STEP BY STEP:

E-LEARNING

Playful game part

1.
The course leader explains the game's objectives and rules.

2.
The game is started and the players discover the method by logic, intuition, and common sense.

3.
Debriefing, group discussion on the main points arising from the game.



Group of 5-10 persons.
Training session lasts 1.5 - 2.5 h.



Theoretical part

6.
Analysis and summary, advantages, assets and roadblocks.

5.
Presentation of tools and documents for the PILOT project.

4.
Course leader's input— theory and advice



7. Quick implementation of the PILOT project in the production environment with the start-up kit.

Using the Starter Kit for quick implementation



Using the Starter Kit for quick implementation
" The game is the highest form of research. "

Albert Einstein

Downloadable document APPROACH from the website

