

Caregiver Training for Immigrants Through Serious Game (MigCare)

SOURCE: www.migcare.org

INTERNATIONAL

PROBLEM

The aim of the project is to train immigrants through gamification processes so that they can work in the European caregiving sector and as a consequence have an easy integration into European society, and improved employability.

INTERCULTURAL



ACTION

Learners followed innovative online learning content (podcasts, videos, blogs). The content facilitated shared learning experiences between migrants, and social care sector workers across the partnership and VET trainers. Webinars, run by trainers and learners, were provided to a wide target group of workers.

RESULT

Migrants can take advantage of these career opportunities. The next step for this win-win relationship is the provision of qualitative tailor-made training services for migrants.

The aim of the project is to train immigrants through gamification processes so that they can work in the European care giving sector and as a consequence have an easy integration into the European society. The training that will be done with serious games through the online MigCare Academy will result in increased employability skills and will have a great short-term impact on skills levels of target groups.

Partners in the project was: University of the Peloponnese, University of Ioannina, Oxfam Italia Intercultura, Frontida Zois, Interactive 4D

DIGITAL