

GoBeEco – Play the
game and become
sustainable

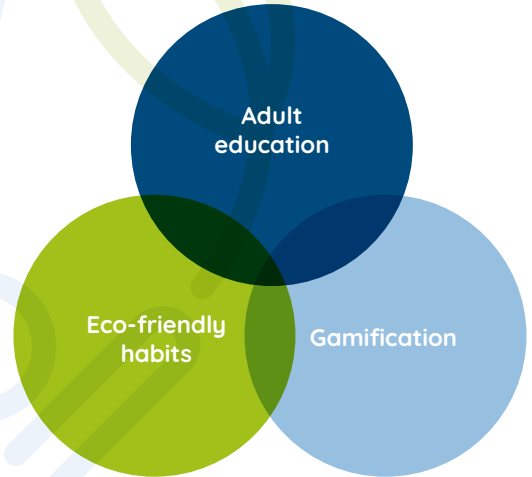


GoBeEco – changing behavior for the preservation of our environment through gamification!

The news shows us daily the effects of our environmentally damaging way of life on our planet. And nevertheless, we tend to do what we have always done.

If change should be successful, old habits have to be broken. Complex information on sustainability issues must be made comprehensible and regressive habits must be effectively replaced by new, more sustainable ones.

Desired goal of the GoBeco Project is to raise awareness and increase knowledge to change behavior, individual preferences, consumption habits and lifestyles of adult educators and learners in relation to ecology and climate protection.



GoBeEco

Gamification of eco-friendly habits in adult education

GoBeEco is a 30-month project co-funded by the Erasmus+ programme of the European Union. We are an interdisciplinary team with complementary skills, expertise and competences in pro-ecological education and development of innovative educational tools. Together we are developing gamified sustainability learning content and a guide for digitised learning in adult education.



GoBeEco Gamification

With the web-based application, adults are playfully encourage to change their lifestyle in the direction of environmental friendliness. GoBeEco Gamification offers users a mix of interestingly presented sustainability information and a wide range of sustainability challenges in everyday life in which they are motivated to participate. The project uses the power of gamification to anchor and promote environmentally friendly habits in life. Because of the universal theme of sustainability, which impacts all aspects of life, GoBeEco Gamification can and should be used by educators and teachers in adult education, vocational training, higher education or even in schools.





GoBeEco Adult education

Development of a Digital Education Skills Handbook. The aim of the handbook is to develop educators skills in designing educational events with digital tools, especially those that promote sustainable living.

- Using the potential of digital tools to design learning processes that promote competencies and education for sustainable development.
- Providing methods for educators to enhance digital resource-based curricula to develop green skills and pro-eco attitudes learning and habits development.
- Extend the digital competencies of educators in education so they can inspire learners to create behavioral changes in ecological habits and educate them in the best possible way.



www.gobeeco.eu



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virtualcampus



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