



Erasmus+



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## USER GUIDE FOR EXPERTS



motivatiEyoUth

## Online game “Journey to your Future”

This project has been funded with support from the European Commission under the Erasmus+ Programme.  
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## INTRODUCTION

This document provides a comprehensive guide for experts, i.e. educators, career counsellors and other relevant professionals working with young people on the “[Journey to your Future](#)” Game.

*The main aim of the “Journey to your Future” game is to identify, through a youth-friendly online gaming environment, those youngsters (14-18 years old) who are at high risk of engaging in the phenomenon of early school leaving and guide the relevant experts on which areas to focus to support their development and empowerment.*

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The term “Early Leaving from Education and Training” or “Early School Leaving” (ESL) has been appointed by the EU to describe “Early Leavers from Education and Training” (ELET), in the age frame of 18 until 24 years old, that have only completed lower secondary education or less, and that are not currently participating in any educational program or training (*Tackling Early Leaving from Education and Training, Eurydice Brief, 2017*)<sup>1</sup>. Therefore, it has been identified in the design phase of the project that there is an existing gap between the early adolescent years and adulthood (14-18). This exact age group needs special attention for ESL early prevention, and is, therefore, one of the primary target groups of this project and this tool.

The user can choose through pre-determined options on how a specific story should proceed. According to each choice, the tool is in the position to determine the relevant norms and predispositions of the user. After the completion of the game, a relevant report is developed indicating the results in five different areas assessed by the Game:

- School motivation/ engagement
- Social participation
- Perception of schools’ organization
- Self-efficacy
- Self-esteem

Based on the results of the reports generated through the Game, the experts (teachers, career counsellors, youth workers etc.) can identify which students are at high risk of ESL. They can then use the motivatiEyoUth “[Experts Programme Toolkit](#)” that includes insightful material and activities that can support the experts working with young people aiming towards their further development in the areas of ESL prevention and intervention.

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<sup>1</sup> Eurydice (2017). Tackling early leaving from education and training. Available at: <https://publications.europa.eu/en/publication-detail/-/publication/b0599400-7bac-11e5-9fae-01aa75ed71a1/language-en>

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## GAME ASSESSMENT COMPONENTS

Young people at risk of early school leaving usually present signs before they abandon school. These signs can include among others: emotional distress –that is difficult to identify-, absenteeism, low academic attainment, and disruptive behaviour in the classroom, etc. (VET toolkit for tackling early leaving, Cedefop).<sup>2</sup> However, “most early warning systems focus on the detection of more overt cognitive and behavioural indicators like students’ grades, truancy or transgressive behaviour. Only a few early warning systems also systematically aim at detecting and monitoring student’s emotional well-being” (School-based Prevention and Intervention Measures, 2016).

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Therefore, the methodology of the Game to assess young people at risk of early school leaving is through assessing the following **Early School Leaving Predictors**:

- **School motivation/ engagement** – student’s involvement in school. The more motivated and ambitious the student is, the higher the probability for attainment of qualification.
- **Social participation** can be regarded as an umbrella term covering various aspects. In the Game, we will assess the following: friendship with peers in school, peer acceptance, feeling of loneliness. Students leaving secondary education early, frequently report feelings of social isolation and a lack of belongingness prior to leaving school. Students who do not participate socially in their school environment are at a much greater risk of losing all interest in school and consequently start thinking about leaving.

### *Diagnose Method: Game tasks*

- **Attitude towards Schools’ organization, communication, leadership, and teachers** can have an impact on a student’s decision to stay in or leave school. The interactions of students with members of staff can be particularly instrumental in preventing early school leaving. Support from teachers is regarded as an important variable for predicting loss of interest in school.
- **Self-efficacy** – refers to an individual's belief in his or her capacity to execute courses of action required to deal with prospective situations.
- **Self-esteem** – an individual's subjective evaluation of their own worth.

### *Diagnose Method: Likert’s scale survey – Statements*

<sup>2</sup> <https://www.cedefop.europa.eu/en/toolkits/vet-toolkit-tackling-early-leaving/intervention-approaches/identification-learners-risk-early-leaving>

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The Game has two main assessment parts:

- 1) The first part (***Game tasks***) is story-based and focused on the assessment of School motivation/ engagement and Social participation.
- 2) The second part (***Likert's scale survey – Statements***) involves the assessment of the user's Attitude towards Schools' organization, communication, leadership, and teachers, Self-efficacy and Self-esteem.

*Gamified environment: the user does not feel like being assessed or evaluated.*



## ONLINE GAME WALKTHROUGH

### Homepage

The Game is available online [here](#) in six languages: English, Polish, Portuguese, Greek, Italian and Spanish. The first thing the user will have to do when entering the Game is to choose the language of their preference and fill in three basic demographic data in the profile form. The following data are requested:

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- Name (optional)
- Gender
- Age
- Country

After filling in the data, s/he can proceed to the Game.

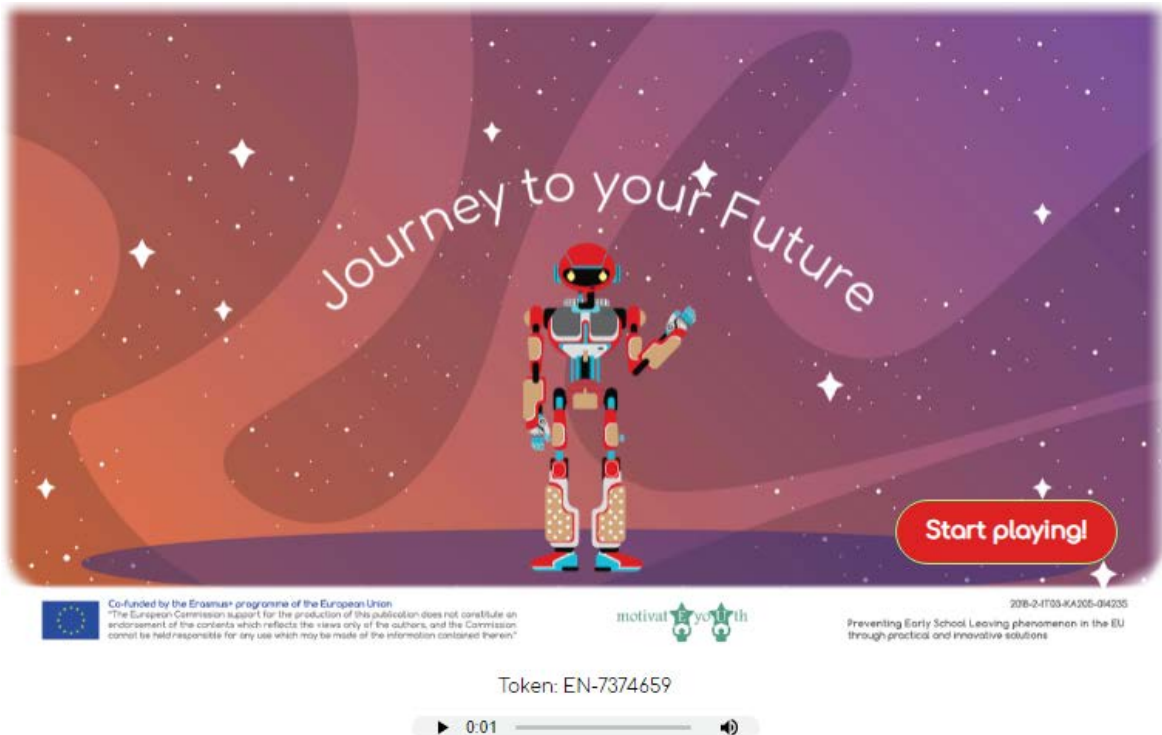




### Game tasks

After completing their demographic data, the user will be assigned with a unique code, Token, that is visible at the bottom centre of the screen. With this token, the user can access his/her results when s/he completes the Game. The user is redirected to the first part of the assessment, the Game tasks. They will have a specific scenario and will have to choose how they will respond to a series of tasks.

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### Likert's scale survey – Statements

After the user completes the Game tasks, they will be redirected to the Statement Assessment, where they will have to respond to several statements and questions.

The screenshot shows a survey interface with a progress bar at 25%. The title is "Journey to your Future". Below the title is a 6-point Likert scale with options: Strongly disagree, Disagree, Slightly disagree, Slightly agree, Agree, and Strongly agree. The survey contains six statements related to teacher-student relationships.

	Strongly disagree	Disagree	Slightly disagree	Slightly agree	Agree	Strongly agree
I like my teachers.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
I feel supported by my teachers at school.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
I trust my teachers.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
I feel like my teachers can understand me.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
I feel that my teachers motivate me to learn.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
I feel that my teachers care about us.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

Next





### Assessment Results Report

When the student completes all the tasks and clicks on the Submit button in the last section of the Game, the answers are saved and the student is directed to the report page with the results.

## Journey to your Future Game Report

Name:

Date of completing the test: June 10, 2021

You have completed the game Journey to your Future, which diagnoses key features related to the risk of early school leaving. The term "Early Leaving from Education and Training- ELET" (also known as "Early School Leaving -ESL) has been appointed by the EU to describe people aged 18 to 24 that have only completed lower secondary education or less, and that are not currently participating in any educational program or training (Tackling Early Leaving from Education and Training, Eurydice Brief, 2017) . This report can **empower you and the professionals working with you to identify early on areas of improvement, support you to continue on viable progression pathways and prevent the risk of early school leaving.** The conclusions below are based on the responses you have given and are as credible as honest your answers were. Based on your answers in the game, **the level of your individual features was assessed:**

Feature	Interpretation
School motivation/ engagement	High level
Social participation	Average level
School's organization	Low level
Self-efficacy	Low level
Self-esteem	Average level

Based on the answers provided, you are characterised by a high level of the following features:

#### School motivation/ engagement

You are ambitious and motivated in obtaining qualifications. You are involved in academic activities at school. You can put effort into solving problems and tasks. You have a high commitment to learning, understanding and mastering knowledge as well as acquiring skills.

You are characterised by an average level of the following features:

There the user can download the report with the results or send it to an email address of their choice, where they will receive a link directing them to their report results.

Download your report

Fill in your email below if you want to receive your report link

Email: