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GAMIFICATION IN CLASS - challenges
and rewards

Swot analysis 2020

Erasmus+ project “GAMIFICATION IN CLASS – challenges and rewards”

<p style="text-align: center;"><u>Strength:</u></p> <ul style="list-style-type: none"> - Strong, skilful, creative team/ partners. - All the planned work done on time. - Involvement and cooperation between the members. - Hard work and challenges are not a problem. 		<p style="text-align: center;"><u>Opportunities:</u></p> <ul style="list-style-type: none"> - Improve English language skills. - Integrate project activities into the educational process and other activities of the organization. - To improve students’ satisfaction with the school. - To acquire knowledge about gamification instead of Game-Based Learning. - To get a greater European conscience. Broaden our minds.
<p style="text-align: center;"><u>Weaknesses:</u></p> <ul style="list-style-type: none"> - Dissemination (Facebook, Instagram, etc.). - Lack of knowledge, which activities offer the greatest benefits, what need to be improved, and how use a variety of evaluation tools to evaluate. - The Erasmus + logo is not used. - Project activities described as “reports”. - Lack of knowledge about Gamification. - Host teachers need to improve organisational skills. - Lack of face-to-face meetings. - Language barrier. 		<p style="text-align: center;"><u>Threats:</u></p> <ul style="list-style-type: none"> - Incorrect use of Gamification method. - Misunderstanding due to not knowing the language. - Covid 19 situation in countries does not let to follow the schedule. - Lack of confidence between partners.