



Swot analysis 2022

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. - Supportive team members. - All the planned work done on time. - Involvement and cooperation between the partners. - Hard work and challenges are not a problem. - The implementation of Gamification in the lessons in partners’ schools. - The knowledge about differences in Gamification and Game-Based Learning. - Good presentation, communication and cooperation skills. - Self-confidence in communicating with partners, negotiation skills. - The understanding of what works well and what needs improvement about the lessons. - Perfect host teachers’ organisational skills. - Strong problem - solving abilities. - The Erasmus + logo is used everywhere. 	<p style="text-align: center;"><u>Opportunities:</u></p> <ul style="list-style-type: none"> - To improve English language skills. - To integrate project activities into the educational process and other activities of the organization. - To improve students’ satisfaction with the school. - To get a greater European conscience. - To motivate teachers participate in the project activities. - Improved social and interpersonal skills help to exchange ideas, views and opinions, thus broadening our understanding of other cultures, mentalities and systems. - To improve intercultural awareness. - To learn new methods and to use them increasingly in classes.
<p style="text-align: center;"><u>Weaknesses:</u></p> <ul style="list-style-type: none"> - Poor online dissemination (Facebook, Instagram, website, etc.) - Change of some pilot classes and teachers. - Language barrier. - Lack of digital literacy. 	<p style="text-align: center;"><u>Threats:</u></p> <ul style="list-style-type: none"> - Poor impact in society due to lack of online dissemination. - Misunderstanding due to not knowing the language. - Inability to perform simple functions such as, use of Instagram, log into online platforms.