



# **TYCO(O)NSTRUCTOR:**

**mini-games that foster entrepreneurial  
competence in the construction sector**

**Project Number 2018-1-NL01-KA202-038926**



Co-funded by the  
Erasmus+ Programme  
of the European Union

# PROJECT DETAILS

**Programme:** Erasmus+

**Key Action:** Cooperation for innovation and the exchange of good practices

**Action:** Strategic Partnerships

**Call:** 2018

**Duration:** 24 months

**Start date:** October 1<sup>st</sup> 2018



# PROJECT PARTNERS



## Associate partner

Scuola universitaria professionale  
della Svizzera italiana

# SUPSI



# WHY

VET centres provide their future entrepreneurs with mainly economics courses and have them acquire some basic soft skills. The **educational materials provided are mainly knowledge-driven**, and not work-based, so do not well prepare pupils for future.

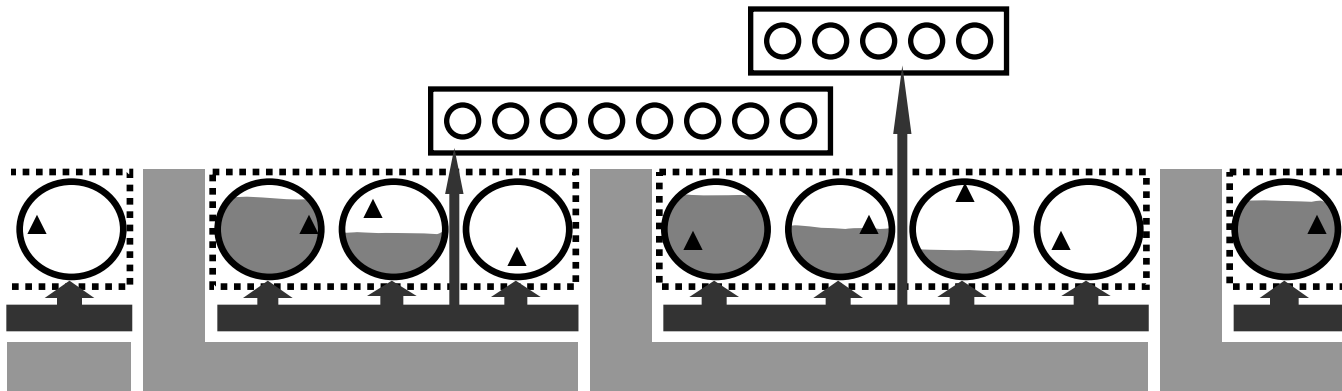
The most effective approaches to develop entrepreneurship skills need to include more experiential and task-oriented learning from **real business problems and contexts** (Cooper et al, 2004; Department for Business, Innovations and Skills, 2015).

# GOAL

***Create a virtual internship  
that supports students in  
construction in developing  
entrepreneurial skills***

# 4C-ID MODEL

(Van Merriënboer, 1997)

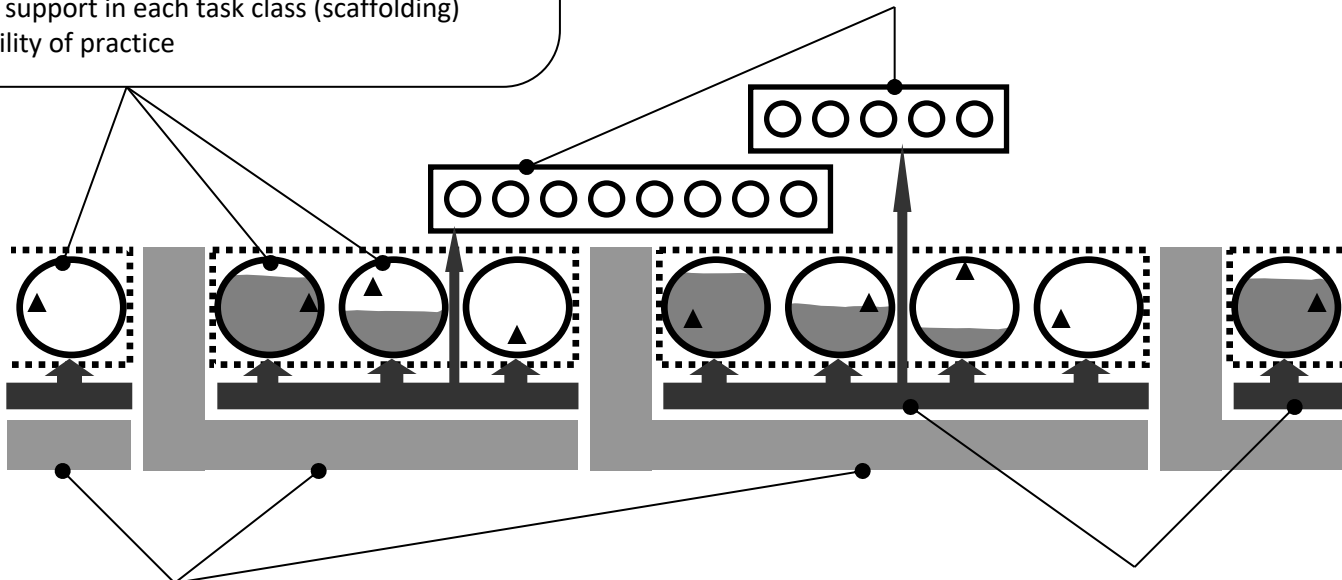


### Learning tasks

- aim at integration of (non-recurrent and recurrent) skills, knowledge, and attitudes
- provide authentic, whole-task experiences based on real-life tasks
- are organized in easy-to-difficult task classes
- have diminishing support in each task class (scaffolding)
- show high variability of practice

### Part-task practice

- provides additional practice for selected recurrent aspects in order to reach a very high level of automaticity
- provides a huge amount of repetition
- only starts after the recurrent aspect has been introduced in the context of the whole task (i.e., in a fruitful cognitive context)



### Supportive information

- supports the learning and performance of non-recurrent aspects of learning tasks
- explains how to approach problems in a domain (cognitive strategies) and how this domain is organized (mental models)
- is specified per task class and always available to the learners

### Procedural information

- is prerequisite to the learning and performance of recurrent aspects of learning tasks (or, practice items)
- precisely specifies how to perform routine aspects of the task, e.g., through step-by-step instruction
- is presented just in time during the work on the learning tasks and quickly fades away as learners acquire more expertise



# EMERGO

## Efficient Method for Developing Experiential Education

**EMERGO**  
Nederlands [Contact](#)

Emergo provides a method and toolkit for the development and delivery of multimedia cases that enable the acquisition of complex skills...

[more >](#)

**News**

23 April 2013

**Assessing Competencies in a serious game using EMERGO**

The Open Universiteit and Stichting Praktijkleren are going to develop a digital examination project for the study programme ICT-administrator in the senior secondary vocational education (mbo). The project will have the form of a serious game: students will 'work' for a virtual agency that organizes events. It is their task to develop, test and implement an administrative system. Aim of the project is to assess in an efficient way the competencies of the students. The project starts in April 2013 and ends early in 2014.

[More...](#)

9 February 2010

**Evaluation cases Skills Labs**

Four EMERGO cases for the domain Water Management have been recently successfully used by students of the Open University of the Netherlands and the HZ University of Applied Science. All cases have been developed and evaluated as part of the Skills Labs project. In general, students were very satisfied with the integration of theory and practice within these cases. Students have expressed though that the assignments could be more clearly stated. This would further clarify the constraints for their solutions.

The cases are developed in such a way that they can also be easily adapted and flexibly deployed by other institutions.

[News archive >](#)

**Try the Toolkit!**



Watch the EMERGO trailer...

| English | Español | Deutsch | Nederlands |

**Community Toolkit developers**

Goals and members  
Documentation  
Presentations / Articles

**Community Case developers**

Goals and members  
Documentation  
Presentations / Articles  
Training

<https://emergo.ou.nl/emergo/community/emergo.htm>




# EMERGO




# EMERGO



# Soft Skills for Hard Hats

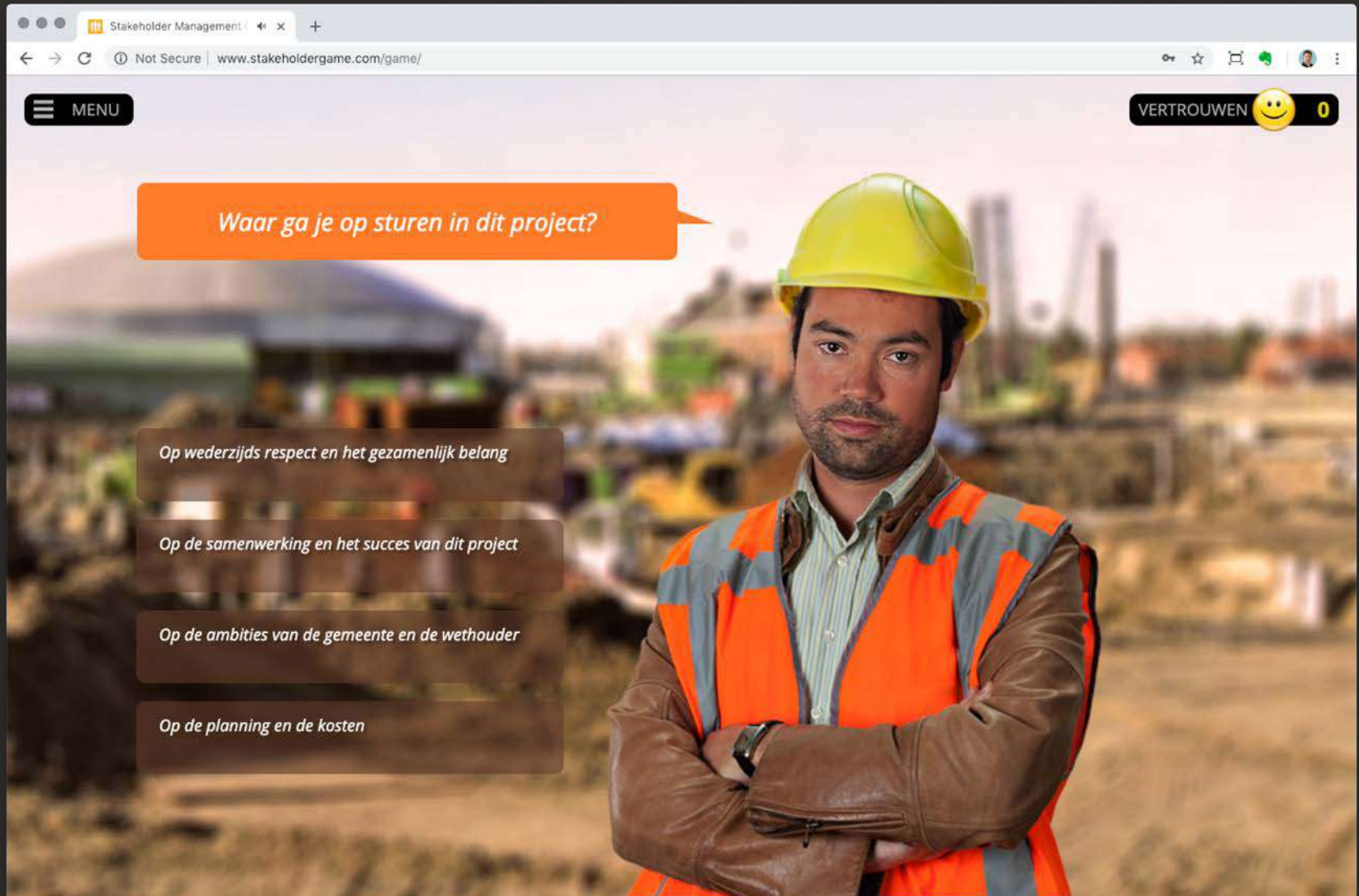
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Continue

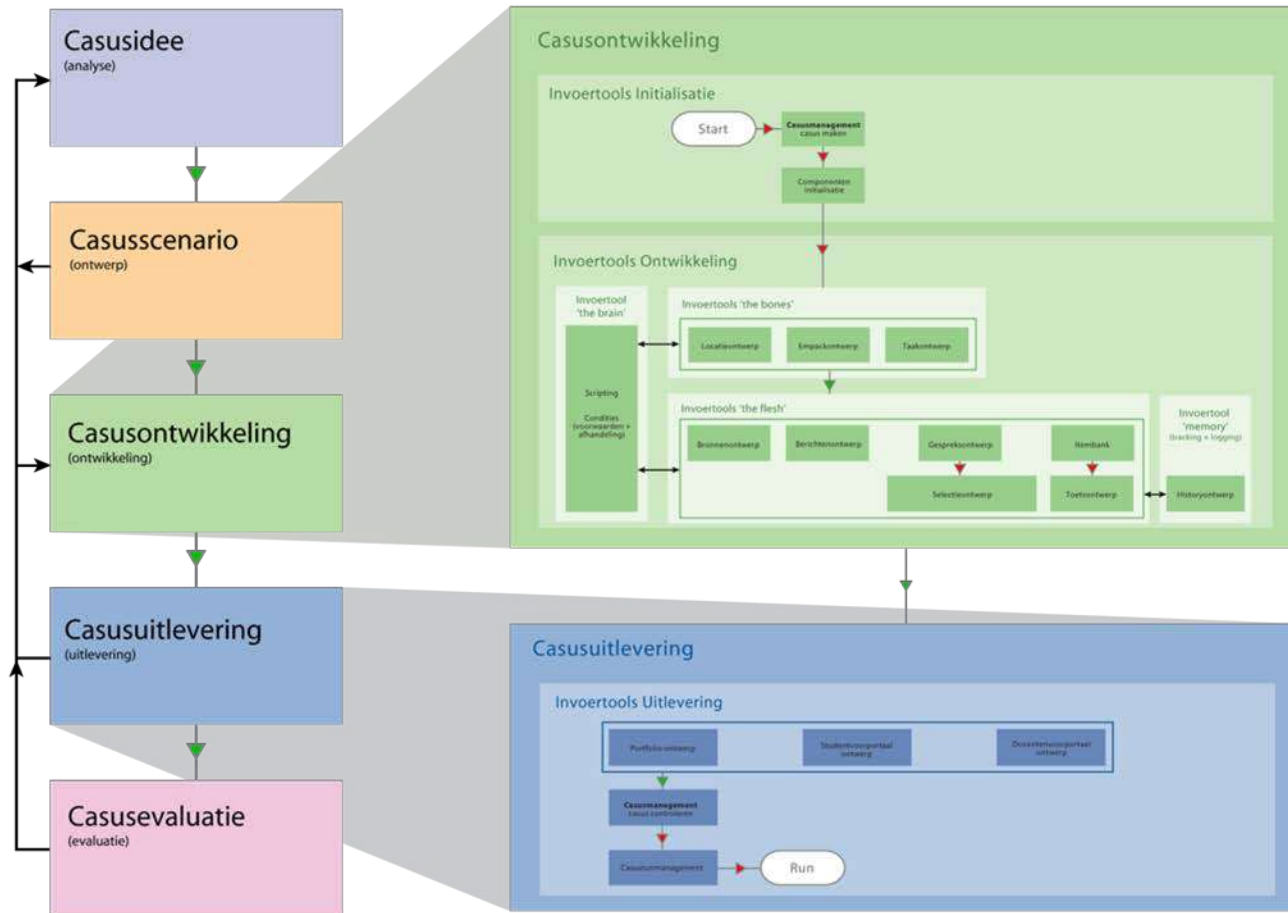


# Stakeholder Management Game



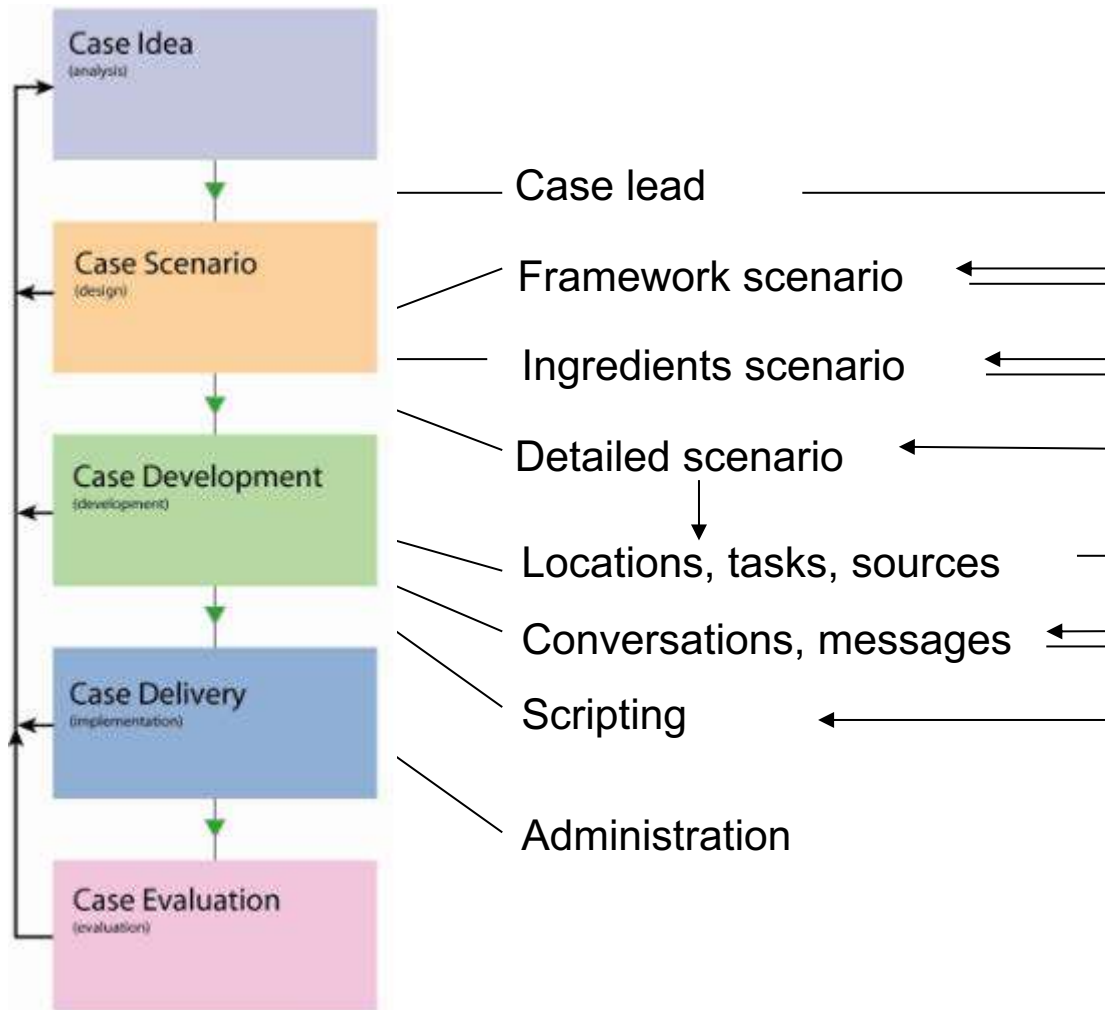
# EMERGO

## Approach and Toolkit



# EMERGO

## Design approach



# CONTACT US

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