



Newsletter

NEWS APRIL 2019: PROJECT TYCON PROMOTED IN SLOVENIA AND IN BELGIUM

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Programme
of the European Union



On 4 April 2019 CCIS CCBMIS from Slovenia organised national multiplier event for TYCON project and its outcomes. The event took place on construction VET school in town Celje in Slovenia.

The event was organised in parallel to the national AUTOCAD event, and representative of VET staff from 5 all Slovenian VET schools participated. On this event some previous didactic web and mobile applications developed for assisting sectoral learning were presented and, in the end, TYCON application and its background.

Project info

TYCO(O)NSTRUCTOR
Mini-Games that Foster
Entrepreneur-ial Competence for the
Construction Sector

Project Number
2018-1-NL01-KA202-038926

Project website
tycon-project.eu

Duration
September 2018 - October 2020

Newsletter
No.1 - september 2019



Photo: by Maša Renner, CCIS CCBMIS

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On 9 April 2019 CCIS CCBMIS from Slovenia organised international multiplier event for TYCON project and its outcomes in FIEC premises in Brussels apart from FIEC team TYCON action and key outcomes were presented to construction employers organization representatives from Denmark, Austria, Netherlands, Belgium, Germany, Finland, France, Greece, Hungary, Italy, Norway and Poland. The TYCON event followed regular meeting of FIEC subcommission group annual meeting: Social Dialogue WG "VET & Youth" 9/4/2019.

More info:

<http://www.fiec.eu/en/meetings-conferences/past-events.aspx?EvtIDs=589,619,620&s=1&year=2019&month=4&day=9>

Photo: Valentina Kuzma, CCIS CCBMIS



NEWS MAY 2019: USING ICTs IN TEACHING

Particular attention in the TYCON project is on the use of new ICTs and teaching / learning methods to provide people involved in education with effective, attractive and accessible learning material for (lifelong) industry-based learning and education. New technologies and approaches to learning and innovation are largely conceptualised and tested in OUNL and in practice. The Welten Institute for Technology Advancement Team focuses primarily on electronic learning environments and pools expertise in pedagogical scenarios to support learning and learning, interoperability, learning management systems, virtual learning environments, social media images (personal learning environments), social and situational awareness, utility, as well as expertise related to content creation, content management, workplace learning and lifelong learning in general.

The TYCON consortium is aiming at developing a new digitally based web application to support VET teachers and trainers in their planning and executing the learning lessons for pupils. Introduction of IT based didactic learning material (web application) based on games elements in becoming more and more popular in VET. Construction VET schools and centres lack such tailor-made learning materials. Ours will be addressing key entrepreneurial skills very valuable in the construction sector.

As is deduced from the CEDEFOP article INSPIRING INNOVATIVE SKILLS POLICIES:

"What is common to all EU countries is that even the most advanced skills intelligence is of little value when it is not used effectively. Whether it is for employee training, measures to help people find employment or for policies that aim at strengthening the skills or vocational education and training (VET) system (or its governance) as a whole, knowledge of how labour market and skills intelligence can be used to strengthen skills systems can make the difference between failure and success."

Project Update September 2019

The activities planned for IO1 have been completed on time and as the final output 2 Reports were produced.

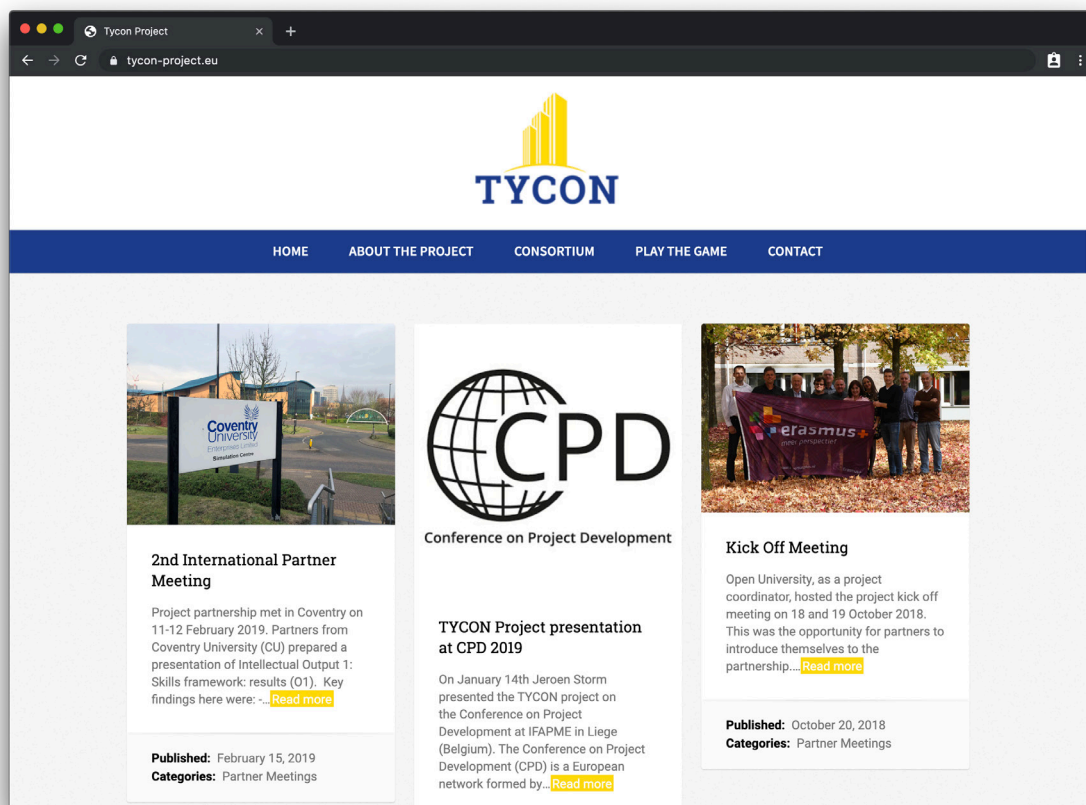
Report 1 provides results of the desktop study conducted by all partners and covers information on both – general provision of entrepreneurial skills training in VET in the project partners countries and also specific provisions of entrepreneurial training in construction VET. The report's finding confirm that none of the partners' countries have stand-alone national strategy on entrepreneurship. Most of the partner's countries have policies related to entrepreneurial education and the variety of initiatives. There is no clear link between these initiatives and educational programs which makes these initiative less inclusive.

In construction VET the inclusion of entrepreneurial skills varies from country to country but in general these skills are integrated in other modules and very often optional choice mostly aimed at higher level qualification for managerial positions.

Report 2 collates information gathered from online questionnaire conducted in all partners countries and aims to identify key entrepreneurial skills that will be the focus of TYCON project serious games. As a result of questionnaire analysis 5 entrepreneurial skills were identified: Motivation and perseverance, self awareness and self-efficacy, taking the initiative, planning and management and ethical and sustainable thinking.

The final output is the comprehensive TYCON entrepreneurial skills framework with defined skills, learning outcomes and the grading criteria.

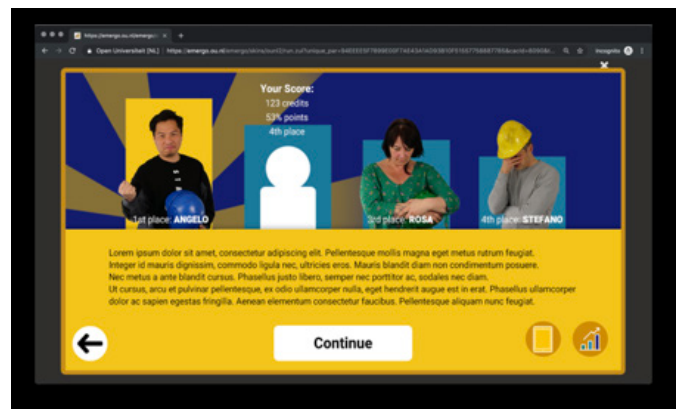
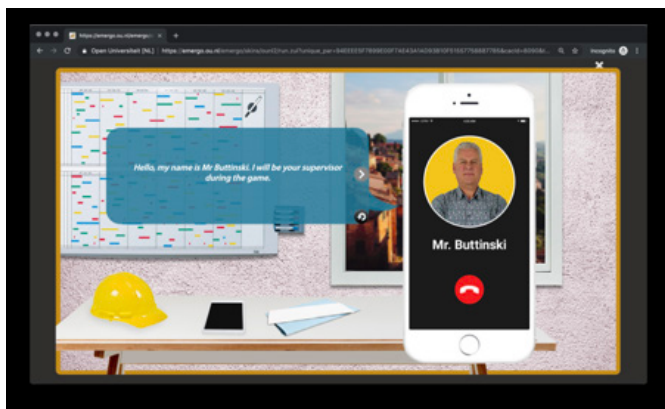
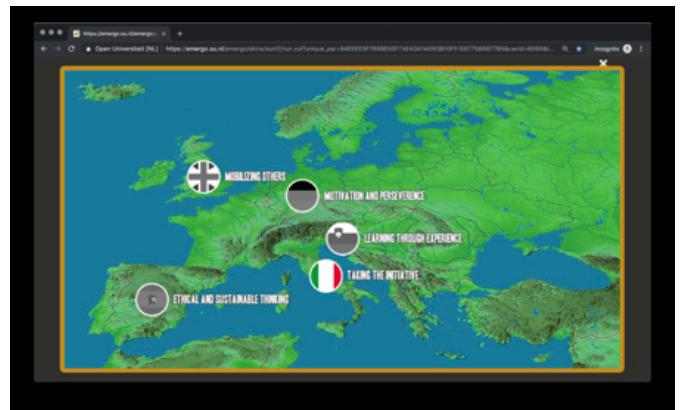
For more information follow please visit our website:
tycon-project.eu



First Game Demo in Vicenza

Furthermore, a first game prototype of the TYCON games as was developed and presented during the international partner meeting in Vicenza on June 12-13 2019.

The prototype contains the game flow for two out of three mini-games for the first skills cluster (Taking Initiative). The demo proved to be a nice illustration on how to provide instruction (i.e., video explaining the criteria of innovative potential, construction quality, and good planning), how to select tools for game activities (i.e., interview tool to convince investor, selection tool to select business plan), and how to use these criteria for the scoring on the dashboard.



The prototype can be viewed here:
[Construction Tycoon](#)