

Newsletter 4 - January 2023

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# The Definitive Test



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- *Training Job Coaches in TRENTO*
- *The definitive test Piloting in Austria, Spain, Estonia, Greece and Norway.*

## THE DEFINITIVE TEST

This is the home stretch of our project. We have the game ready and the guide for job coaches in all languages of the consortium, and we have been trained on how to use work@ble to prepare people with disabilities for employment.

And already several jobseekers have tried out work@ble in our pilot. Some of them might be playing now...and you, do you want to play?

María Carracedo

Fundación Intras (Spain)

# TRAINING JOB COACHES IN TRENTO

**Job coaches from Austria, Estonia, Greece, Spain and Norway met to learn how to use the game for job coaching of their clients and also the basics of the FROG methodology, which inspires the game and aims to prepare disadvantaged people to successfully enter the labour market.**

**During the second part of the training, the participants shared their working tools, experiences and methodologies for job coaching.**

**This was also an opportunity to evaluate the functionality of the e-scape room and the tools that are already being applied in the pilot phase of the project.**

**Our colleagues from Estonia tell us how it went:**

*"We visited Italy in late autumn. It was great to see other members of the project again and Italy was warm both in climate and in welcoming us.*

*It has been intense days full of learning different methodologies. We have brought back to Estonia many things that we are now trying out with our students, but most surprisingly, we also learned a lot about ourselves.*

*The FROG methodology clarified everything about the game, and also about ourselves. This training has given us more confidence to start piloting and planning the multiplier event.*

*It was also great to test the finished game together, sharing ideas and excitement about how far the game has come.*

*A sample of what we took home:*

*Kerli has a poster of the FROG methodology in her office and Heleri presented LEGO Serious Play to other specialists."*

THE  
WORK@BLE  
PROJECT  
TRAINING TOOK  
PLACE IN  
TRENTO  
BETWEEN 25  
AND 27  
OCTOBER 2022.



# THE DEFINITIVE TEST: PILOTING

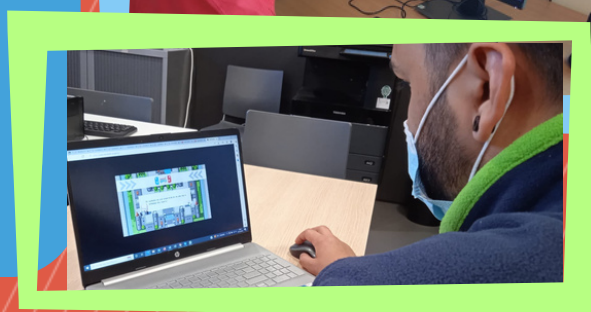
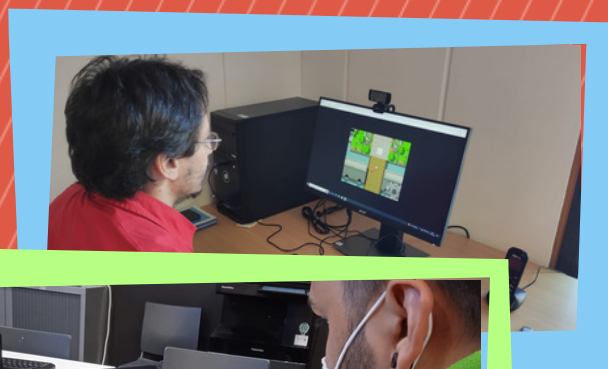
At the time of publishing this newsletter the game is being used in Austria, Spain, Estonia, Greece and Norway by people with disabilities who use the various job placement services of our organisations.

The pilot is making possible to improve the game in all aspects:

- Its operation, detecting and correcting possible programming errors.
- Its effectiveness as an employment preparation tool for people with disabilities, through the evaluation of professionals and users.
- And the usefulness and clarity of the user guide for job seekers.

The aim is to ensure that the game is an effective tool for employment services for people with disabilities in any European country.

In Spain, the game is already being tested in the Centro de Rehabilitación Laboral Pedro Zerolo in Madrid, and in the employment department of Fundación Intras in Valladolid. It is also planned to be used with users of the day centre for people with mental illness in Toro and with the social enterprise Catering Zeta Llonés.



Our colleagues from Estonia were the first to test the game with a large group of students with a group of students with disabilities and found some bugs that have allowed the game to be perfected.



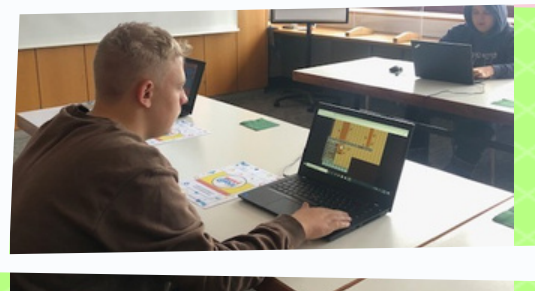
Theotokos tested the game in Greece, and they've found differences in the way they need to approach the game depending on the level of intellectual disability of the youngsters. Some of them need more support than others, but all of them enjoyed and would like to play again.

### IN AUTRIA....

The testing of the "e-scape-room" together with our young service users was real fun. Most of them really liked the retro design of the game and could easily follow the instructions of Prof. Oak. We've been impressed, how they managed to find solutions for each puzzle. Some technical complications occurred when they had to use the microphone to solve a puzzle. Apart from that, Davide - the game designer - managed to fix all the bugs before we started to pilot the game.

The most interesting part while testing was that our jobcoaches have been able to observe the behaviour of our service users when playing the game - how would they handle puzzles that take some time to be solved, how are they interacting, etc.

We are convinced that the game will be a valuable supplement for our consultation tool box!



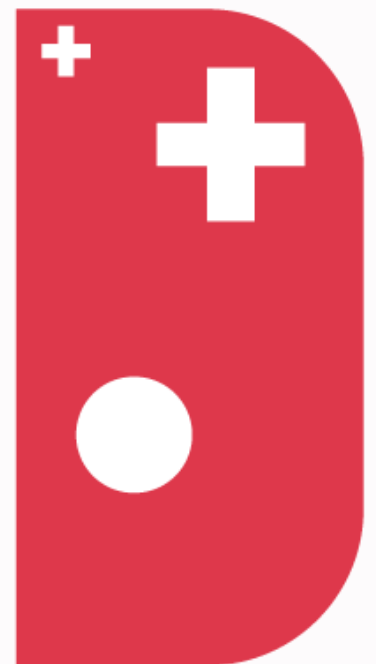
### TESTING IN NORWAY

The testing in Norway was easygoing and a lot of fun. Our candidates were from our target group youths at risk. They have experience in gaming and other ways of using computers. They are in different need of use in the daily life. Some of them are out of school and work, and some of them are working. They all found it to be inspirational and relatable. All over they liked it and they agreed that this will be useful for many young people in many different situations...





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