

## REPORT

This is the report that Changemaker has elaborated with the analysis of the inputs that we received from you through the Google form.

For Changemaker the consultation has been an important step for setting up our work in the project as cooperative games designer.

### GENERAL FRAMEWORK

- ❖ You use as cooperative learning practices mainly:
  - virtual classrooms
  - work groups
  - classroom exercises

From your experience, the most successful cooperative learning practices are:

- e-learning with a group of learners
- experience exchange from real life

The most important benefits that you notice by using cooperative learning methods are:

- more interactions
- more participation
- more involvement

### COOPERATIVE GAMES

You know 2 cooperative games named GES COP (not more available) and CO-OPLY.

#### ➤ NEED (trainers perspective)

Trainers need cooperative games as:

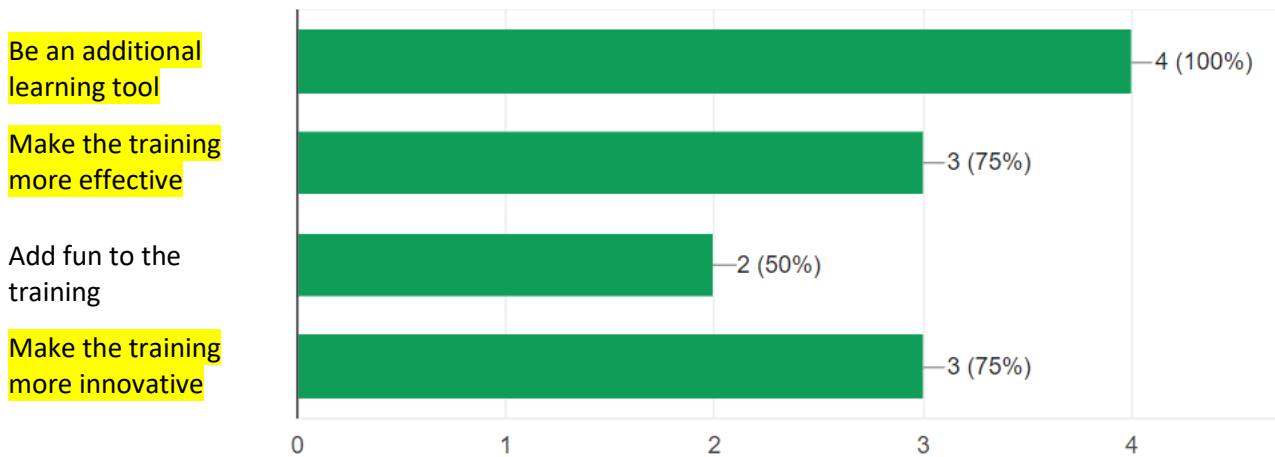
- new tools for the trainings: more involving and more effective

Cooperative games must be re-doable and well explained.

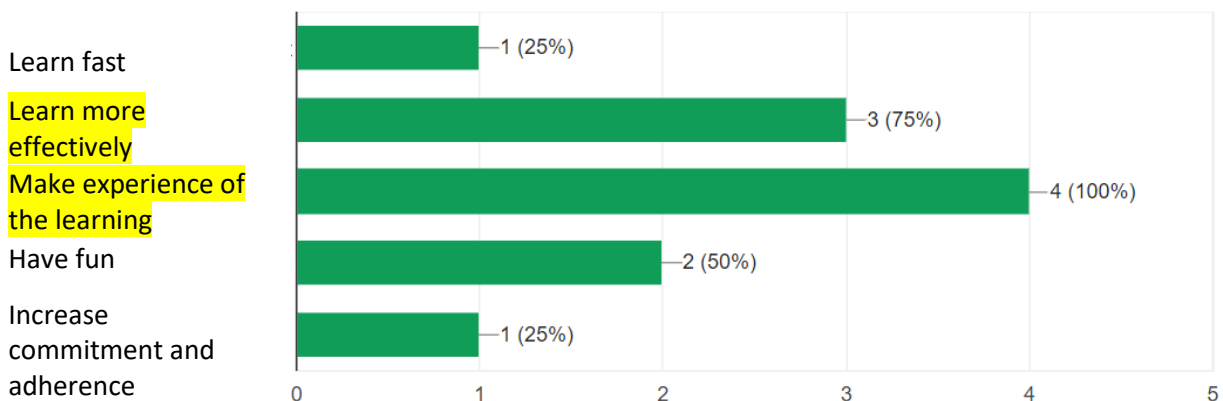
#### ➤ NEED (end-users perspective)

End-users need cooperative games because they need peer, experiential and practical learning.

## ➤ PURPOSE (trainers perspective)



## ➤ PURPOSE (end-users perspective)



## ➤ TYPE

- Role-playing games
- “doing together” plays

in order to strengthen active participation, cooperation and teamwork.

## ➤ MAIN RESULT

Creation of knowledge, skills and competences.