



# GAMIFICATION FOR H2R ADULTS

# THE BARCELONA JAI JAI MASTER [4.0]

### THE MISSION OF THE GAMIFICATION PROCESS

A shift in their attitudes and the curiosity, and ability to look at their community with the eyes of an entrepreneur, and likely to be willing

DAY 1 - SESSION 1  Monday the 16 <sup>th</sup> of November			
14.45-15.00	The jam will start In plenum Mayor of Sabadell says hello!		
15.00-17.45	Level 1  Icebreaker gameplay  in teams  Getting to know each other and start playing together in teams	Helsinki	
17.45-18.00	The show must go on! In plenum		
18.30-19.30	Sharing local experience	RO + FR	

It's important that the game host manages the time well and does not go beyond the time available  $\ensuremath{\textcircled{\textbf{0}}}$ 

The sharing session will be informal and focus on the most important things you need to share with the other participants, such as interesting approaches or important challenges from your local work.

DAY 2 - SESSION 2 + 3 Tuesday the 17 <sup>th</sup> of November			
09.00-09.15	The show must go on! In plenum		
09.30-12.30	Level 2 Listening to anger gameplay in teams Identifying, listening to and channeling one's anger to achieve his or her goals	RO ASSE	
13.15	LUNCHTIME		
14.30-14.45	The show must go on! In plenum		
14.45-17.45	Level 3  Curiosity gameplay in teams  Promoting the positive role of curiosity, element that encourages human beings towards discovery and innovation	France	
17.45-18.00	The show must go on! In plenum		
18.30-19.30	Sharing local experience	CAT + IT	

It's important that the game host manages the time well and does not go beyond the time available  $\ensuremath{\textcircled{\sc 0}}$ 

The sharing session will be informal and focus on the most important things you need to share with the other participants, such as interesting approaches or important challenges from your local work.

DAY 3 - SESSION 4 + 5 Wednesday the 18 <sup>th</sup> of November			
09.00-09.15	The show must go on! In plenum		
09.30-12.30	Level 4  Motivation gameplay  in teams  Building up and boosting motivation	<b>C</b> ★ Turkey	
13.15	LUNCHTIME		
14.30-14.45	The show must go on! In plenum		
14.45-17.00	Level 5 Community gameplay in teams Working the community	RO Fantom	
17.00	No plenum - go have some fun!		
NO SHARING			

It's important that the game host manages the time well and does not go beyond the time available  $\ensuremath{\textcircled{\sc 0}}$ 

The sharing session will be informal and focus on the most important things you need to share with the other participants, such as interesting approaches or important challenges from your local work.

DAY 4 - SESSION 6 + 7 Thursday the 19 <sup>th</sup> of November			
09.00-09.15	The show must go on! In plenum		
09.30-12.30	Level 6 <b>Key witnesses' gameplay</b> in teams Real people in real action	Catalonia ES	
13.15	LUNCHTIME		
14.30-14.45	The show must go on! In plenum		
14.45-17.45	Level 7 Creative projects gameplay in teams Building missions and projects	Italy	
17.45-18.00	The show must go on! In plenum		
18.30-19.30	Sharing local experience	FI + TR	

It's important that the game host manages the time well and does not go beyond the time available  $\ensuremath{\textcircled{\sc 0}}$ 

The sharing session will be informal and focus on the most important things you need to share with the other participants, such as interesting approaches or important challenges from your local work.

DAY 5 - SESSION 8 Friday the 20 <sup>th</sup> of November				
09.30	The show must go future! In plenum The Mayor of Barbera says hello!			
10.00-12.00	Level 8  Playing for real  in teams  What are you going to do about it?	** * * * * * * * WWEU		
12.00-12.30	The future must go on! In plenum			