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**LET'S
PLAY VET**

<enhancing
the learning experience
through playlists/>

Final Partners' meeting: LET'S PLAY VET - Enhancing the learning experience through playlists



STARTING POINT

A MODEL BUSINESS CANVAS allowed contributions from all partners during 1st Kick Off Meeting

https://drive.google.com/file/d/1aG8D9SS9g6fKigri4LTgv_QYqsq0DkEb/view?usp=sharing



OBJECTIVES OF THE SUSTAINABILITY PLAN

1. To create an effective and efficient organizational structure for supporting VET providers across Europe in creating new VET playlists.
2. To ensure that the E-Platform will be used by all target groups across Europe after the end of the project on a large scale to share the learning playlists and use them in their VET courses.
3. To create an economically sustainable model for continuing using the E-Platform and enrich it with new playlist modules based on the concept of gamification of the learning experience.



1. To create an effective and efficient organizational structure for supporting VET providers across Europe in creating new VET playlists.

1. Its educational nature question.
2. How we as partnership see support for other schools?
3. What is realistic within our capacity?

https://jamboard.google.com/d/17cPOeozm59Cz6Z0X_c8FaYfr5zbyt3RIp7ZX8-bBE7k/viewer?f=0



2. To ensure that the E-Platform will be used by all target groups across Europe after the end of the project on a large scale to share the learning playlists and use them in their VET courses.

Technical support of the platform.

Maintaining of the platform costs for us. Platform have to be updated and bugs fixed after the OS: Windows, iOS, Android etc. updating.

Project was funded by EU so it have to be accessible for users to use the product. Badgecraft could afford to maintain the platform from their resources for half year max. 1 year.

Badgecraft would work on updates etc. that platform would work and users could use it. Also fix the bugs and help when it will be needed any other explanations.

Badgecraft will work on the platform improvements and those improvement will be added to the platform.

We would collect suggestions and feature request but we could not promise that we will programe them.



3. To create an economically sustainable model for continuing using the E-Platform and enrich it with new playlist modules based on the concept of gamification of the learning experience.

Schools and users can use the platform free of charge of each partners platforms and <https://vet.switchlearning.eu/>

If there will appear schools that want its separate platform then we will Badgecraft would charge some amount for establishing the platform for the extra work that would require to create logo, domain, configuration of the platform etc.

