Hybrid

Education in VET

#5

BOOKLET

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BREATHE THE FUTURE HYBRID EDUCATION IN VET

Hybrid Mystery

EDUCATIONAL GAME
FOR VET STUDENTS

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1. Introduction: Why Hybrid Education?

OVERVIEW

- In a post-pandemic world, vocational education and training (VET) learners, particularly those with special educational needs, face many challenges such as disengagement, lack of motivation, social isolation, and learning loss. To tackle these issues, *The Hybrid Mystery* offers an innovative educational game that blends the real and virtual worlds.

- **Objective**: The game is designed to re-engage VET learners, boost their motivation, enhance collaborative learning, and build critical life skills.

2. Game Overview: The Hybrid Mystery

What is The Hybrid Mystery?

The *Hybrid Mystery* is a hybrid educational game that connects learners from various schools on a local, national, and international level. It merges individual learning with collaborative group efforts, using both online and offline methods. Learners, known as "digital natives," engage in solving problems, completing tasks, and tackling real-world challenges through a blend of virtual interaction and outdoor activities.

Key Features

- Combines real-world interaction with digital gameplay.
- Synergizes individual and team-based learning.
- Interactive tasks and challenges that promote creativity, critical thinking, and problem-solving.
- Engagement across multiple levels: individual, class, school, national, and international.
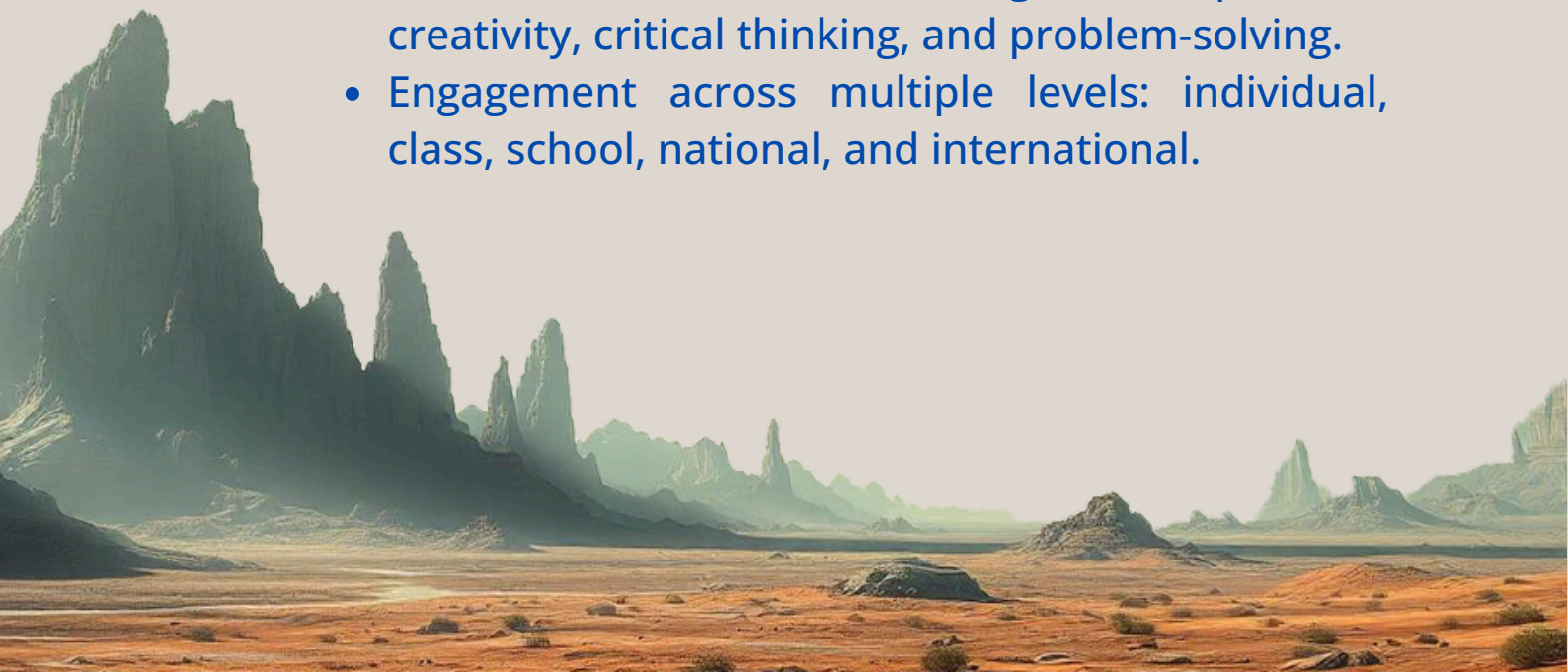
3. Why The Hybrid Mystery?

Addressing Educational Challenges

The game responds to disruptions in education caused by the COVID-19 pandemic, which resulted in learning loss, disengagement, and isolation for many students.

Learning Outcomes

- Motivation and Engagement: Reignites learner interest, particularly among students with special educational needs.
- **Team Building**: Encourages collaboration and improves social skills.
- **Skill Development**: Enhances critical thinking, problem-solving, communication, language proficiency, and analytical skills.
- Retention and Performance: Increases knowledge retention and improves practical knowledge through hands-on, experiential learning.

4. Game Structure: Levels of Engagement

The Game's Progression

The game offers a multi-level structure that encourages learners to solve problems and complete tasks at various levels of interaction:

- **Individual Level**: Players begin by solving puzzles and tasks on their own, building their confidence and individual skills.
- **Class Level**: Learners collaborate with their classmates to complete group tasks, fostering teamwork and collaboration.
- **School Level**: Entire classes or multiple classes from the same school come together to solve larger challenges.
- **National Schools Level**: Collaboration occurs between schools within a country, expanding the social component.
- **International Schools Level**: The game reaches across borders, bringing together learners from different countries involved in the Erasmus+ project.

5. Game Elements and Plot

Plot of the Game

The Hybrid Mystery introduces an international plot where students must work together to solve a series of mysteries or challenges related to real-world scenarios. These scenarios are relevant to VET education and involve both physical and virtual components. The game is set on a hybrid planet in a mysterious galaxy, which looks nothing like Earth. There are no animals, and the trees look like huge mushrooms with bright colors, everywhere there is low grass-like vegetation, the rocks are colorful, and the air is fresh. Students' primary goal is to explore and colonize it. Throughout the trip professor Amazing will guide and support them.

Types of Tasks

- **Outdoor Challenges**: Tasks that require players to go outside and interact with their environment.
- **Virtual Challenges**: Online puzzles, problem-solving games, or virtual simulations.
- **Collaborative Tasks**: Group-based activities that require communication and teamwork to solve challenges.
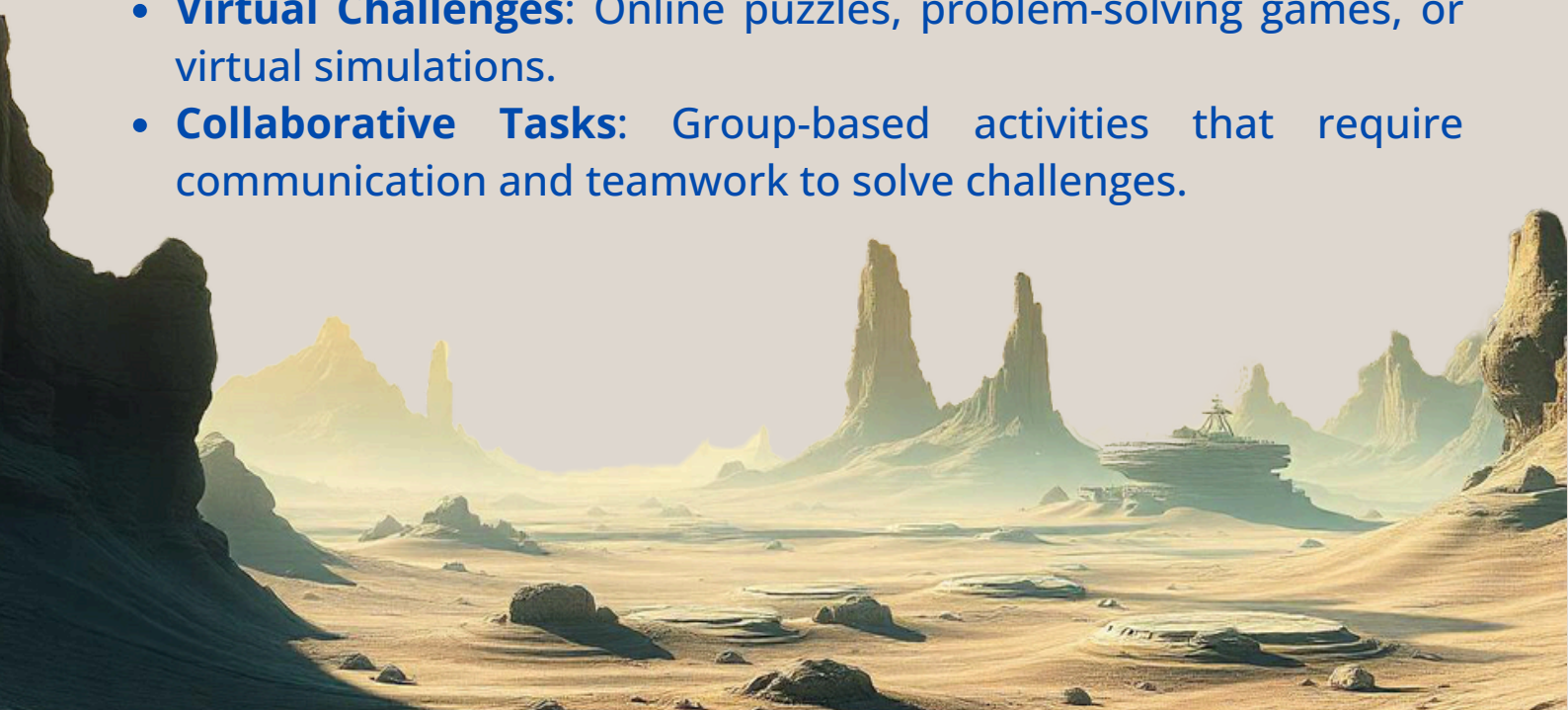
6. Educational Impact and Benefits

Benefits for VET Learners

- **Social Engagement**: Promotes team building and collaboration across local, national, and international levels.
- **Critical Skills Development**: Enhances problem-solving, critical thinking, communication, and analytical skills.
- **Improved Learning Outcomes**: Helps students retain more practical knowledge and apply concepts in real-life scenarios.
- **Community Building**: Fosters the growth of a national and international community of VET learners.

7. Teachers' Role in
The Hybrid Mystery

Involvement of VET Teachers

- Teachers are key administrators of the game. They manage and monitor the progress of their students, ensuring that the educational goals are met.
- Teachers have the ability to configure the game to suit the educational needs of their learners, supervise the students' learning progress, and guide them through the game's tasks and challenges.

Support for Teachers

Training and resources will be provided to teachers to help them effectively use the game in their classrooms and ensure the game aligns with the curriculum.
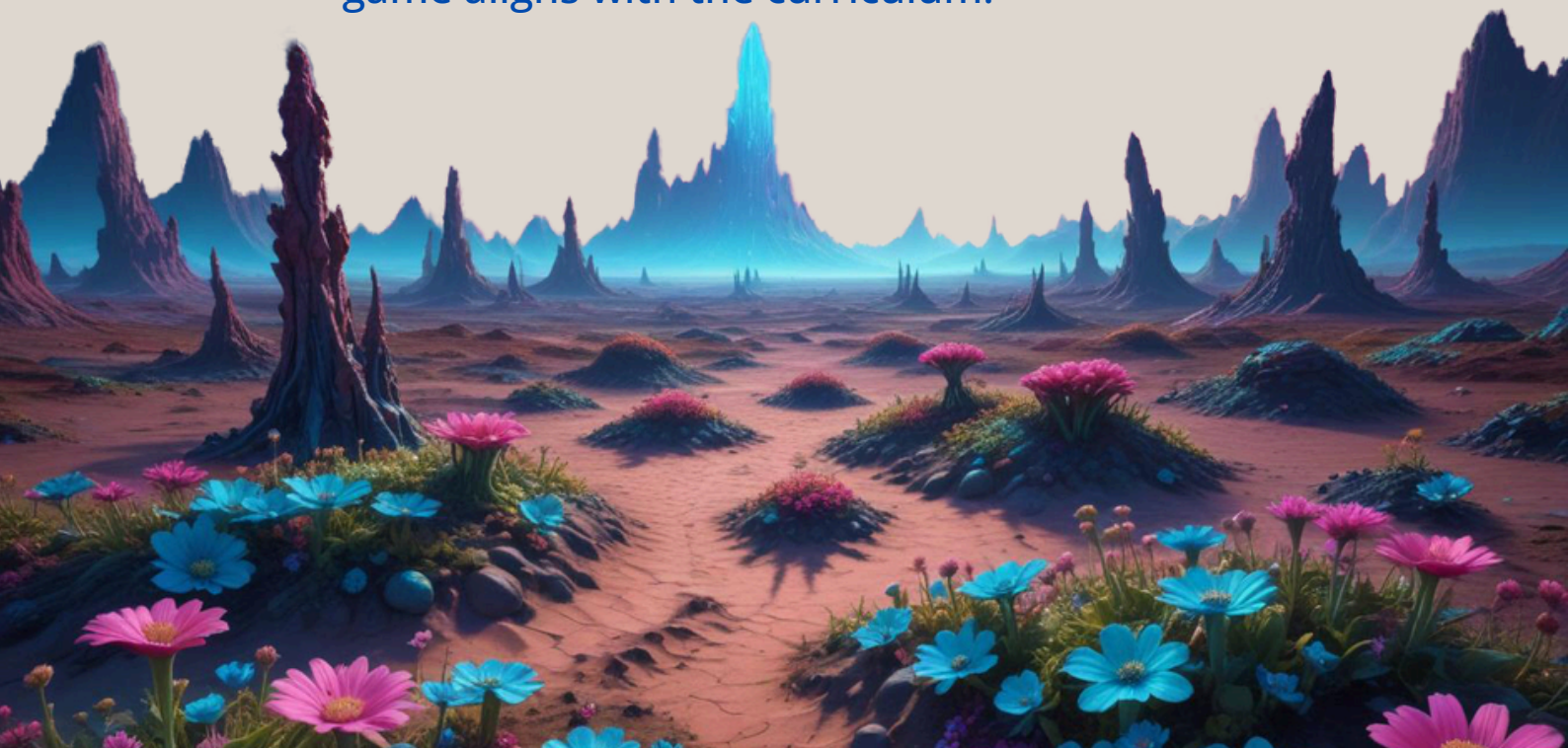
8. Getting Started with *The Hybrid Mystery*

How to Participate

- **Log in**: The hybrid platform is available for both teachers and students on: https://game.hvetgame.eu
- **Register**: Teachers log in using the credentials created via the registration form. The teacher registration form for the gamified platform Hybrid Mystery allows educators to create their account by providing basic details such as first name etc. It is processed via: https://registration.hvetgame.eu
- **Group creation**: Teacher can now create a group

Navigation through the game

- **Game starts**: Teacher can choose from the library the tasks she or he wants to assign to the group or can create a new one. All games have by default a mandatory first and a last task: First Step Task 1 -Group Roles and Last Step Task 26- The End! Teachers may add as many tasks as needed in between but the game will always start with task 1 and will end when task 26 is completed.

- **Tasks**: Tasks are divided into: _Library tasks_, these are pre-defined tasks in the platform, aiming to address specific competencies and learning objectives. _Custom tasks_, these are custom made tasks where the teacher must provide a task or a question to the group. Tasks are tagged as _Online_, _Offline_, or both, depending on the context of the activities they include. A task consists of 1,2, or up to 3 steps. Each step may include text, video, question, file download, file upload, table input, or drag and drop quiz. _Online tasks_ are prompting students to complete them and are automatically scored by the platform's system and _offline_ are prompting students to complete them, scored by the teacher and upload the file to the system. At last there are the _International tasks_ that enable the invitation of other groups, allowing classes to cooperate to complete the assignments.

Technical requirements

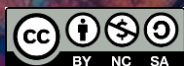The game can be played on computers, laptops, tablets but also on mobile phones.
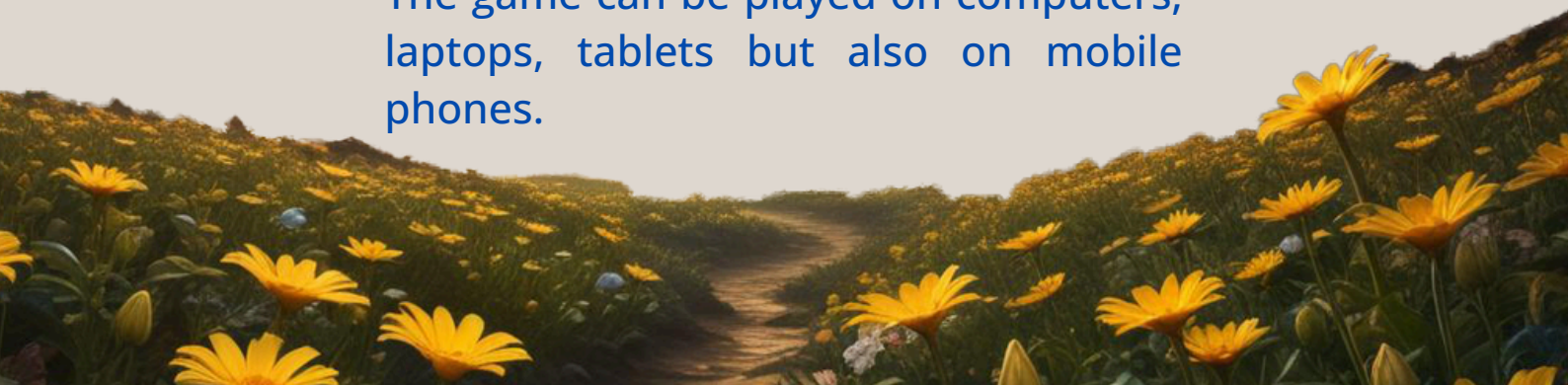
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