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GAMIFICATION IN CLASS - challenges  
and rewards

## Swot analysis 2020

### Erasmus+ project “GAMIFICATION IN CLASS – challenges and rewards”

<p style="text-align: center;"><b><u>Strength:</u></b></p> <ul style="list-style-type: none"> <li>- Strong, skilful, creative team/ partners.</li> <li>- All the planned work done on time.</li> <li>- Involvement and cooperation between the members.</li> <li>- Hard work and challenges are not a problem.</li> </ul>	<p style="text-align: center;"><b><u>Opportunities:</u></b></p> <ul style="list-style-type: none"> <li>- Improve English language skills.</li> <li>- Integrate project activities into the educational process and other activities of the organization.</li> <li>- To improve students’ satisfaction with the school.</li> <li>- To acquire knowledge about gamification instead of Game-Based Learning.</li> <li>- To get a greater European conscience. Broaden our minds.</li> </ul>
<p style="text-align: center;"><b><u>Weaknesses:</u></b></p> <ul style="list-style-type: none"> <li>- Dissemination (Facebook, Instagram, etc.).</li> <li>- Lack of knowledge, which activities offer the greatest benefits, what need to be improved, and how use a variety of evaluation tools to evaluate.</li> <li>- The Erasmus + logo is not used.</li> <li>- Project activities described as “reports”.</li> <li>- Lack of knowledge about Gamification.</li> <li>- Host teachers need to improve organisational skills.</li> <li>- Lack of face-to-face meetings.</li> <li>- Language barrier.</li> </ul>	<p style="text-align: center;"><b><u>Threats:</u></b></p> <ul style="list-style-type: none"> <li>- Incorrect use of Gamification method.</li> <li>- Misunderstanding due to not knowing the language.</li> <li>- Covid 19 situation in countries does not let to follow the schedule.</li> <li>- Lack of confidence between partners.</li> </ul>