



## Swot analysis 2022

### 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>- Supportive team members.</li> <li>- All the planned work done on time.</li> <li>- Involvement and cooperation between the partners.</li> <li>- Hard work and challenges are not a problem.</li> <li>- The implementation of Gamification in the lessons in partners’ schools.</li> <li>- The knowledge about differences in Gamification and Game-Based Learning.</li> <li>- Good presentation, communication and cooperation skills.</li> <li>- Self-confidence in communicating with partners, negotiation skills.</li> <li>- The understanding of what works well and what needs improvement about the lessons.</li> <li>- Perfect host teachers’ organisational skills.</li> <li>- Strong problem - solving abilities.</li> <li>- The Erasmus + logo is used everywhere.</li> </ul>	<p style="text-align: center;"><b><u>Opportunities:</u></b></p> <ul style="list-style-type: none"> <li>- To improve English language skills.</li> <li>- To 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 get a greater European conscience.</li> <li>- To motivate teachers participate in the project activities.</li> <li>- Improved social and interpersonal skills help to exchange ideas, views and opinions, thus broadening our understanding of other cultures, mentalities and systems.</li> <li>- To improve intercultural awareness.</li> <li>- To learn new methods and to use them increasingly in classes.</li> </ul>
<p style="text-align: center;"><b><u>Weaknesses:</u></b></p> <ul style="list-style-type: none"> <li>- Poor online dissemination (Facebook, Instagram, website, etc.)</li> <li>- Change of some pilot classes and teachers.</li> <li>- Language barrier.</li> <li>- Lack of digital literacy.</li> </ul>	<p style="text-align: center;"><b><u>Threats:</u></b></p> <ul style="list-style-type: none"> <li>- Poor impact in society due to lack of online dissemination.</li> <li>- Misunderstanding due to not knowing the language.</li> <li>- Inability to perform simple functions such as, use of Instagram, log into online platforms.</li> </ul>