



Erasmus+ SHOEGAME:

Innovation in Footwear VET studies with a Serious Game

The Erasmus+ ShoeGame project main objectives are to attract younger generations to the footwear production sector, prevent school drop-out and maintain students' interest and motivation by developing an innovation training approach such as a serious game in VET education. The serious game that soon will be launched will serve as a learning tool in their first years of footwear vocational training.

At the occasion of the third physical meeting of the project in Spain, partners from Belgium (CEC), Greece (Cre Thi Dev), Portugal (CTCP and Virtual Campus), Romania (TUIASI) and Spain (INESCOP) discussed the final technical and operational aspects of the game, and they also planned the next actions to be carried out with students and teachers considering that the first version of the game will soon be available, as well as the guide for trainers.

Throughout the past few months, the consortium has been developing the necessary training material to be addressed in the serious game. The material is divided in five units on various topics in accordance with the latest priorities of the footwear industry, namely: product design, manufacturing processes, new technologies, sustainability and circularity, and marketing and merchandising. Each of the training units is now available as an e-book on the [Erasmus+ ShoeGame website](#) in English and the partners' languages (Greek, Italian Portuguese, Romanian and Spanish). A pilot exercise will be carried out with teachers and students, to confirm their satisfaction, and if necessary, fine-tune to better respond to the project objective.

As already mentioned, the game will be available on cell phones so that students can use the game both inside and outside their school, and in this way, it will be seen as real entertainment. We are looking forward to start learning while learning with the ShoeGame that is expected to be launched in October 2023!

If you are interested in getting involved with the Erasmus+ SHOEGAME project, you can contact any of the partners to find out the opportunities of being an active actor. The methodology could be replicated to the VET studies of other manufacturing industries that a VET school is addressing. You can also follow the progress of the Erasmus+ SHOEGAME project on our [website](#) and [social media](#).



Co-funded by the
Erasmus+ Programme
of the European Union