Implementation Plan: HF & VUC København Syd

Define goals	Research	Identify risks	Establish milestones	Assign work	Allocate resources	Expected gains
Fixed team of teachers + Evaluation and job shadowing, onboarding of new teachers.	We do already have an overview of relevant teachers, but we must always research and keep the organisation up to date on opportunities among staff by inquiry.	The risk here is that some potential and opportunities might be lost if we are not aware of relevant staff imput.	Should always be on-going.	This task is with the school management but should also be encouraged by engaged staff in general.	Resources are in this case staff time allocation. No specific amount but on-going.	
Product based cooperation in the teams and organisation - For example: Bigger focus on making "online newspapers/database" where the students upload their creations for all the class/external to see.	The teachers team connected to the Esport & Games programme will meet and discuss cross academic opportunities and simulation exercises.	The risk is to spend a lot of time for exercises and initiatives that will have little implementation in the classroom.	1. Find time and date for a workshop –> invite teachers. 2. Conduct workshop with teachers. Make sure there are clear goals. 3. Agree on an implementation plan using a yearly schedule. 4. Implementation	Agree on which teachers shall implement the exercises and when.	Resources are in this case staff time allocation. Suggested time: 5-12 hours for workshop, preparation and implementation.	
Continues expansion of learning designs and building of a central learning designs vault, connecting learning designs and games.	We must continue to research and develop new learning designs. Research is done through experimental teaching in class and evaluation. Building of a central vault requires research on relevant games. This is done through inquiry with colleagues and continues investigation through game platforms such as Steam, Epic games, etc.	We risk buying games that will lose relevancy. We risk using time for exercises and initiatives that will have little implementation in the classroom.	Should always be on-going. However, the creation of a learning designs vault should be done ASAP.	This continues expansion of learning designs is with the teachers connected to the Esports and Games programme. The creation of the vault lies with the project manager, but the maintenance of the vault lies as a continues task within the team.	Resources are in this case staff time allocation. No specific amount but on-going. For quality gains, 3-4 hours per teacher per month. Economic resources for buying games.	
Yearly overview of esport and games used in class throughout education. - Exercises - Learning goals - Study competencies - Training - Tournaments - LAN events.	The teachers team connected to the Esport & Games programme will meet and discuss when in their yearly planning certain exercises will make sense to implement.	If this is not planned properly we risk yearly gaps with no initiatives or overloaded time periods that will make initiatives obstruct eachother.	This is done in the beginning of the school year.	This meeting is facilitated by the project manager, but is continually maintained by the teachers.	Resources are in this case staff time allocation. 1-2 hours and on-going throughout the school year.	
Organisational focus and awareness of what we do - Using EASIE Learning Designs in non-gaming	Research on where it makes sense to implement learning designs in non-gaming classes. Discuss target receivers and	This initiative is experimental. Risks might be spending of time on wrongly chosen target receivers and loss of learning.	This is done in the beginning of the school year and on-going throughout. For example, by sharing knowledge regularly	These tasks are facilitated by the project manager. However, sharing,	Resources are in this case staff time allocation. No specific amount but on-going. For quality gains, 2-3 hours per	

classes - Internal dissemination	why. Research on for whom it may concern to know the opportunities and gains of the Esports and Games programme.		with the study counselling, peer-to-peer meetings and general forums of internal sharing and discussion.	experimenting and implementing is done by the teaching staff.	teacher per month.	
External focus and awareness on what we offer with focus on recruiting. - Social inclusion - Academic gains - Empowering students - Attendance and completion	Research should be done with the study counselling on relevant target groups for recruiting. Also on formats, communication platforms, SoMe, etc.	If not done properly we risk misinformation or even lack of information. This will result in lower recruiting numbers.	This is an on-going on dissemination task on all relevant platforms. However, a plan should be made with the study counselling in the beginning of the school year and there should be a great concentration of initiatives throughout the autumn semester due to the recruiting schedule.	These tasks lies primarily with the project manager and the study counselling, but teachers and coaches should also be including in the content creation for dissemination.	Resources are in this case staff time allocation. No specific amount but on-going. However, amount of time will expectantly result in higher quality content creation and targeting of relevant groups.	