EASIE Local Implementation Workshop Report

European Alliance for Social Inclusion and Employability (EASIE)

Workshop Title: EASIE Local Implementation Workshop for Teachers
Date: 12 March
Format: Online Workshop
Organised by: CESUR / EASIE Project Consortium
Presenter: Sergio Elvira Perez
Participants: Approximately 186–200 attendees

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1. Workshop Overview

The EASIE Local Implementation Workshop was successfully delivered online as part of the European project **EASIE – European Alliance for Social Inclusion and Employability**. The session was aimed primarily at teachers and educational professionals interested in innovative methodologies connected to digital education, employability, and social inclusion.

The workshop introduced participants to the EASIE methodology and demonstrated how challenge-based learning inspired by e-sports dynamics can be integrated into vocational and technological education environments.

The event generated strong participation and engagement, with approximately **186–200 attendees** joining the online session.

2. Workshop Content

During the session, the following topics were presented:

- Introduction to the EASIE project and its objectives
- Explanation of the Local Implementation phase
- The relationship between e-sports dynamics and employability skills
- The role of gamification and challenge-based learning in education
- Real Learning Designs already implemented with students

Special attention was given to practical examples such as:

- **The Git Adventure**
- **Angular Components Challenge**

These activities demonstrated how technical competencies, teamwork, communication, and problem-solving skills can be developed through engaging educational challenges.

The session also included an open discussion where teachers shared ideas and reflected on the applicability of these methodologies within their own educational contexts.

3. Participation and Feedback

The workshop achieved a very positive response from participants. Teachers showed particular interest in:

- Gamification methodologies
- Student motivation through challenge-based learning
- Practical implementation of Learning Designs
- The connection between digital competencies and labour market skills

Participants appreciated the use of real classroom examples and the practical orientation of the workshop. An attendance and participation form was shared with attendees to support the Local Implementation reporting process.

4. Resources Shared During the Workshop

Presentation Slides

EASIE Local Implementation Presentation

Attendance & Feedback Form

EASIE Workshop Attendance Form

5. Event Capture

The following screenshot was taken during the online workshop session and reflects participant attendance and workshop delivery.

6. Methodological Basis of the Workshop

The workshop methodology was based on the strategic Local Implementation framework developed within the EASIE project and adapted for educational environments such as CESUR.

The session focused on demonstrating how innovative methodologies inspired by e-sports and challenge-based learning can contribute to:

- Creating a more attractive and engaging educational environment
- Increasing student motivation and participation
- Supporting the transformation from student to competent future employee
- Strengthening digital and transversal competencies
- Training and motivating teachers (“train the trainers” approach)

The workshop was also aligned with the strategic objectives identified during the Local Implementation planning process, including:

- Showing and demonstrating previous student projects and activities
- Developing practical educational content for classroom implementation
- Promoting collaboration between education and e-sports/digital industry environments
- Encouraging the creation of local educational initiatives and school-based teams

The Learning Designs presented during the workshop, including **The Git Adventure** and **Angular Components Challenge**, were used as practical examples of how these objectives can be translated into real classroom activities focused on motivation, collaboration, and employability.

7. Conclusion

The EASIE Local Implementation Workshop represented an important step in bringing innovative educational methodologies into real teaching environments. The high participation level and positive engagement from teachers demonstrated strong interest in applying gamification and e-sports-inspired approaches to improve digital competencies and employability outcomes.

The workshop successfully contributed to the objectives of the EASIE project by supporting teachers, promoting innovation in education, and strengthening the connection between learning and professional skills development.