EASIE

Local Implementation Workshop for Teachers
Copenhagen: 12 March 2026

Format: Online workshop
Target Group: Teachers (VET and technology-related education)

1. Overview

The Local Implementation Workshop was successfully delivered as part of the EASIE project, with the aim of introducing teachers to the project's methodology and supporting the integration of innovative learning approaches into real educational environments.

The session focused on demonstrating how **challenge-based learning inspired by e-sports dynamics** can be applied in the classroom to improve student engagement, develop digital competencies, and strengthen employability outcomes.

2. Content and Methodology

During the workshop, participants were introduced to:

- The **EASIE project objectives**, focusing on digital skills, social inclusion, and employability
- The **Local Implementation phase**, highlighting the role of teachers in testing and adapting the methodology
- The concept of **Learning Designs**, as structured and practical classroom activities

Special emphasis was placed on **real examples already implemented with students**, including:

- **"The Git Adventure"**: a challenge-based activity where students collaboratively solve Git-related tasks in a structured and gamified format

- **"Angular Components Challenge"**: a team-based activity where students develop and integrate front-end components, simulating a real development environment

These examples allowed participants to clearly understand how the methodology can be transferred into their own teaching practice.

3. Participation and Interaction

The workshop was delivered in an online format and included active participation from teachers.

Participants showed a strong interest in:

- The use of **gamification and competition** as motivational tools
- The development of **soft skills alongside technical competencies**
- The practical applicability of Learning Designs within their own educational contexts

The session concluded with an open discussion, where teachers shared reflections and expressed interest in adapting similar activities in their classrooms.

4. Key Outcomes

The workshop achieved the following outcomes:

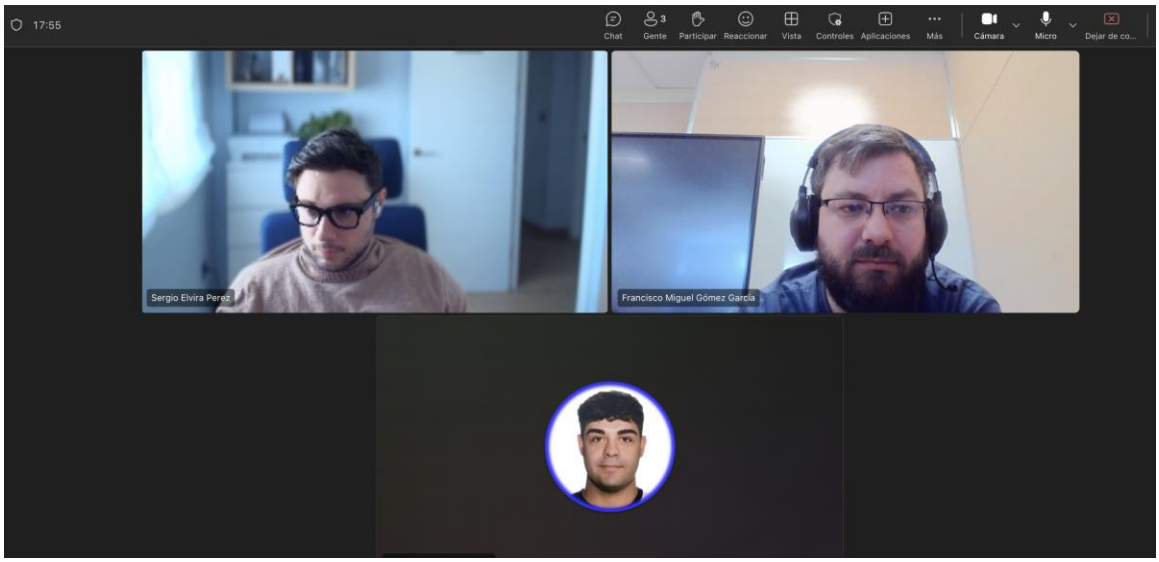
- Increased awareness of the **EASIE methodology and objectives**
- Demonstrated the **feasibility of integrating e-sports-inspired learning into formal education**
- Highlighted the importance of connecting **digital learning with labour market skills**
- Encouraged teachers to explore **new pedagogical approaches based on engagement and real-world application**

5. Conclusion

The Local Implementation Workshop proved to be an effective step in bridging the gap between innovative educational methodologies and real classroom application.

The use of **challenge-based learning and e-sports-inspired dynamics** was positively received by participants, particularly due to its potential to enhance student motivation and align learning with professional competencies.

This workshop represents a key contribution to the ongoing **Local Implementation phase of the EASIE project**, supporting the adoption of modern, engaging, and employability-oriented teaching practices.



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