

GAME-BASED LEARNING FOR SOFT AND HARD SKILLS DEVELOPMENT IN LLL IMPLEMENTATION

E. Pitukhin, S. Sigova, A. Kekkonen, I. Pennie

Petrozavodsk State University (RUSSIAN FEDERATION)

Youth marginalization, high level of young people unemployment, absence of demand for graduate form vocational education specialists - these are the crucial issues that developed and developing countries face. Such organizations as ILO, Cedefop, ETF contribute to this problem solution for the grate scale. They focus on the provision of close collaboration of labour market participants by conducting surveys, skills anticipation, modernization of curricular etc.

Research conducted in Russia was based on the best world experience and they allowed forming the following approach. The main objective of the approach to increase the efficiency of traditional pupils/students education by further continuous development of skills in demand during various periods of study process and even when it is completed. The concept of building individual career path is used as a motivational basis. To provide this approach a comparative analysis of the interconnected system of the economy needs, opportunities (abilities) and desire (ambition) of nowadays student and future professional is held. Mainly in this case is to ensure the principle of three components combination: WISH, ABLE, NEED.

The article describes theoretical approach and practical instrument for individual education system creation aimed at pupil/student who is interested in future professional career. The approach name is "Smart Career". It is important that abilities and vocation of person are revealed together with skills and knowledge gaps that are lacking for successful learning and following occupation acquisition. The basic idea is that among problem diagnostics – answer the question of skills shortages, pupil/student receive recommendations to perform list of trainings. Trainings would help to overcome limitations of in-process education would allow to get new knowledge, abilities and skills necessary for building of successful career growth trend.

The proposed approach emphasizes not only the content but also the presentation form that should be best adapted for educational purposes. As a tool that would ensure the implementation of the «Smart Carrier» approach for pupils/students based on their psychology it is proposed to develop IT-service for mobile devices. The service would combine a list of trainings (modules) presented as a mini-games set. Each of the games would reflect the characteristics of the various aspects of professional career building, ranging from the question of "where to study" to "rules of effective communication in the corporate environment".

This service will allow to present serious content in a frivolous, playful way. Thus, it is proposed to use the game as a system approach to expert assessment of the current status and career prospects for user recommendations development, provide personal career growth. Substantial knowledge-based part of the project will rely on powerful Russian expert-analytical network system of monitoring, analysis and forecasting of labor market needs in highly qualified personnel and capabilities of the system of vocational education to ensure them. Upon successful validation of the proposed approach it is planned to expand the target audience, including it in the adult population, which also need to update skills. All the above mentioned form the basis of lifelong learning (LLL) implementation.

keywords: skills, game-based learning, career guidance.