

EVENT 1 NEWSLETTER

GOAL (Gamified and Online Activities for Learning to Support Dual Careers of Athletes), aims to support active and non-active athletes in the development of their professional skills after the end of their athletic career. For this purpose, a set of technological activities will be provided to athletes for acquiring the required competences.

The initial aim, which has been satisfied in every country, was to organize the event at the beginning of the project to raise awareness at the very start of activities

Event I aimed to communicate the project objectives in active and former athletes and to support the user requirements collection at national level. It acted as an initial consultation process but also as a way to engage stakeholders in the project's activities.

ORGANIZATIONS PARTICIPATING IN THE PROJECT

The applicant organization is the Aristotle University of Thessaloniki, located in Greece. Besides, another 7 organizations act as partners in these projects. In the UK, the University of Coventry; In Poland, Fundcja V4 Sports; In Cyprus, the University of Nicosia Research Foundation; In Portugal, "Sindicato Dos Jogadores Profissionais De Futebol"; In Belgium, the European Confederation of Young Entrepreneurs; and finally, in Spain, "Asociación de Jugadores de Fútbol Sala" and "Asociación de Baloncestistas Profesionales".

EVENT I

The event I was held on the 29th of May, in the Amphitheatre of Central Building of Physical Education and Sports School of Aristotle University in Thessaloniki (Greece), with 58 participants and a duration of 3 hours. The coordinator of the event, Thrasylvoulos Tsiatsos, presented the objectives of the event at the Municipal Radio and TV Station.

In the UK, The University of Coventry, focused the event on eliciting how games could augment a dual-career curricula and on facilitating ideation from amateur and professional athletes through open discussion.

In Poland, "Fundcja V4 Sports", decided to hold two small-scale separate events in form of workshops. Both of them were addressed to handball male players with the intention of spreading the innovative tools the project has developed. The participants showed interest in the transition of ex-athletes career in domains others than sports.

On March 23 2017, Event I was organized by Nicosia University (UNESCO Amphitheatre of Central Building) in Cyprus with more than 90 participants. The press release has been delivered two weeks before and two days before the event.

Event I in Portugal has been organized in the auditorium of the SJPF headquarters on the 18th of March of 2017. The person in charge, Bruno Avelar, described the benefits that the project will provide to the athletes, based on a sequence of gamification activities. This meeting was aimed to establish the first objectives and surveys to be conducted.

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In Belgium, the event was held in was organized in the "Chambre Officielle de Commerce d'Espagne" the 30th of October of 2017, and as in the case of Cyprus and Greece, the template created by the consortium was used as the basis of the presentation. The event was organized by YES for Europe.

In Spain, the event was organized in Madrid on the 4th of April of 2017. Once again, the templates created by the consortium have been used as basis for the presentation. This event, thanks to the good teamwork of both partners (ABP and AJFS), was jointly organized in Madrid with the aim of having a greater impact than doing it independently, one in Madrid, and the other in Barcelona. The total number of participants was 35.

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