

## WBL-PRO Professional Peer Network: The team talks with the professionals – Michael Miller, Bradford, United Kingdom

We are very happy to present to you today **Michael Miller** - Aspire-international Project Officer, Bradford, United Kingdom. He has experience working on a variety of international projects in the VET and guidance sector.



Please find below what he has shared with the WBL-PRO team about one of their projects related to work-based learning:

"Level Up looks to embrace open and innovative practices in the digital era through the use of state-of-the-art ICT practices, in order to promote the use of Game Based Learning (GBL) technology within VET and careers guidance. This will be achieved through high-quality research and development, as the project aims to drive improvements within service provision and engagement with young people. Within this, the project outputs will focus on guidance for young people looking to make the transition between education levels, by exploring best practices in the promotion of VET.

In particular, this will aid the transparency and recognition of skills and qualifications by providing cutting-edge resources for the promotion of work-based learning that highlight the different learning outcomes achieved during progression through the various levels of work-based VET. This will be accomplished through the GBL platform and will be complemented by Labour Market and Skills Information (LMSI) resources which focus on the employability of VET learners - illustrating the career benefits and skills needs associated with different levels of VET qualifications. Ultimately, the objective in developing these connected resources is to add value to the information and guidance provided to young people on skills and education pathways, in order to help them to make better informed choices.

The use of GBL in the project will also address social inclusion by looking to have a positive impact on disadvantaged learners. Whilst many of these learners feel alienated

from traditional, mainstream services, the GBL approach of the project will create a resource which is more usually associated with young people's hobbies and free time (an online game). Therefore, this will act as a way in which to reengage these young people in the guidance process. Equally, as they progress through the game, these players will see the benefits of continued training and education, and so be inspired to further develop their own skills through VET, something which will help to improve the learning performance of disadvantaged learners and so reduce disparities."

More information about the Level Up project can be found on <https://www.facebook.com/LevelUpVET/> and <http://levelupvet.eu/>

Please feel most welcome to like our facebook page and join the linkedin group to get acquainted with many best practices and other useful materials, tools and resources supporting the high quality performance of work-based professionals around Europe and beyond its borders!

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