

australian international education conference

6-9 October 2015

2015 www.aiec.idp.com | Adelaide Convention Centre international education: global responsible sustainable

Game on: gamification and the quest for employability

Chair: Peter Muntz

Speakers: Nannette Ripmeester & Edilio Mazzoleni

Structure



Importance of global employability

Using Gamification to support it

Steps to make it work

A European Good Practice example





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Nannette Ripmeester





Expertise in Labour Mobility the Netherlands

Expertise in Labour Mobility







enhancing international labour mobility

- businesses
- governments
- higher education
- individuals

- research
- writing
- presenting

- i-graduate
- Careers Made in
- CareerProfessor.
 works

Employability - what is it?



A set of skills & qualities that the employer is looking for in the potential employee







HARD SKILLS

- industry specific
- trained by experts

SOFT SKILLS

- universal
- acquired by experience



Employability – what is it?



The soft skills that employers are looking for:

- cultural sensitivity
- tolerance
- emotional stability
- communication skills
- social skills
- perseverance
- resilience



21st century skills



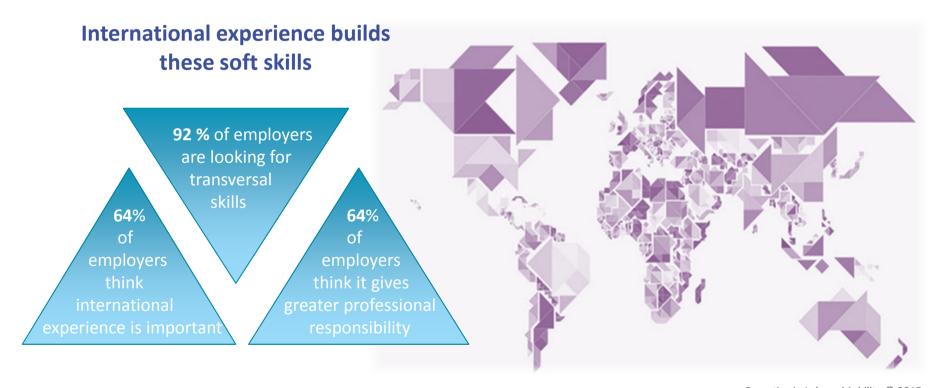
Essential competencies for a student in the Information Age

- Ways of thinking:
 Creativity, critical thinking, problem-solving, decision-making and learning
- Ways of working:
 Communication and collaboration
- Tools for working:
 Information and communications technology (ICT) and information literacy
- Skills for living in the world:
 Citizenship, life and career, and personal and social responsibility

#AIEC2015

Employers' perspective





Expertise in Labour Mobility © 2015



Source: ERASMUS IMPACT STUDY, European Commission, 2014

Employers' perspective



Employers acknowledge the value of international experience

"If you can compare apples to apples, you go for the one with the global experience." **AON Hewitt**

"It is a differentiator that makes you stand out from the crowd." IBM



"It is an asset which proves you're able to work in an ever changing environment." **Philips**

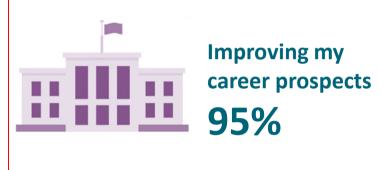


Employability matters



Career prospects have reached TOP 3 reasons for choosing a University abroad







Improving my language skills

93%

Source: StudentPulse, 2014, i-graduate



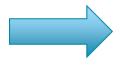
Employability matters but graduates struggle...











79% of graduates need help in **finding** employment



87% of graduates would like more careers advice from their university

Source: Students, Graduates & Employability, 2014





'BC': Before the Crunch

- Employers competing for graduates.
- Final-year is crunch year.
- Qualifications.
- All experience counts.
- Students targeting employers with CVs.

'AD': After the Downturn

- Graduates competing for employers.
- First year is crunch year.
- Experience.
- Strategic placements count.
- Employers targeting students via LinkedIn.



A regular job ad









Formula for Employability:

$$E = (Q + WE + S) \times C$$



New generation – New market



Technology is a game changer in HigherEd

- Bigger numbers & more need for info:
 - online applications, more access to = more need for information.
- Constantly on their phones:
 - "38% of college students can't go 10 min without some sort of technology."
- Graduates applying to jobs online:
 - to positions that don't exist yet, for companies not yet trading, with products that are not invented yet, to collaborate with people they may never meet in person.

Expertise in Labour Mobility © 2015

Picture source: newyorker.com

Source quote: http://www.coursesmart.com/media#pr34, SAN MATEO, Calif., June 1, 2011/PRNewswire/ - CourseSmart™



Gamification



It's the use of game elements in educational non-game environments



- badge collection in addiction battles

Examples

- fire drills
- flight simulations
 - baby games(colours, shapes)
 - relay races (team work, strategising)



Gamification the game is on





Internet has redefined our world – commerce, social networking, healthcare, education and careers advice.



Gamification makes use of the human **desire to compete**, against others and against themselves.



Using gamification to boost employability helps you to **speak the** language of your students and provides the **24/7** careers support they deem 'common'.



Gamification the why?





More than **1.2 billion** people are playing games.



Over **700 million** people game online around the world.



We spend 3 billion hours a week as a planet playing video games.



The average young person racks up 10,000 hours of gaming by 21.



Gamification the how?



I hear and I forget.

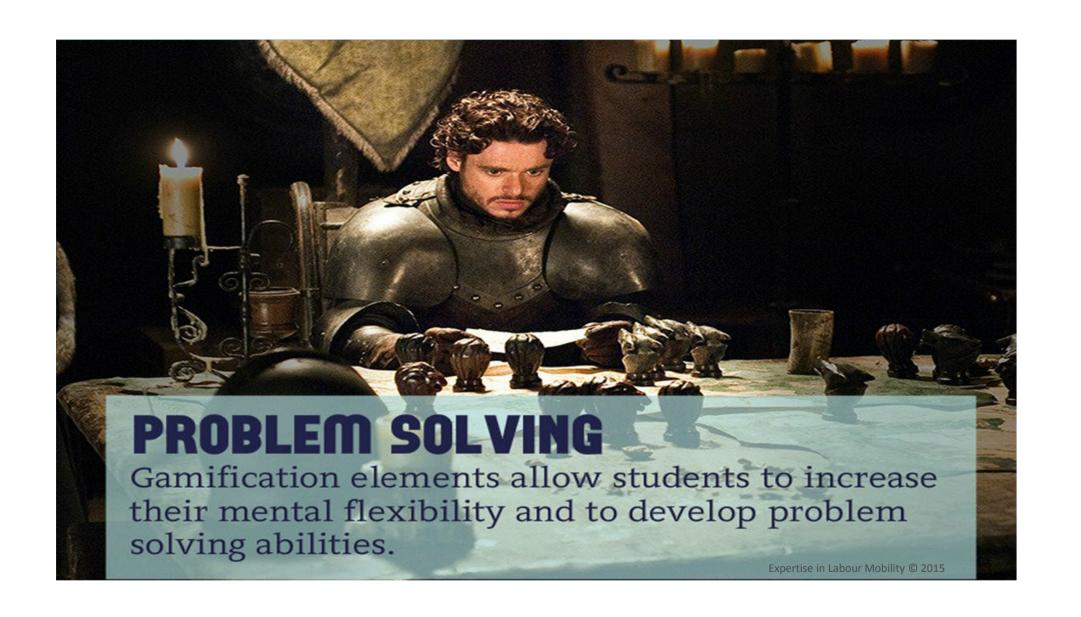
I see and I remember.

I do and I understand.

Confucius











Gamification the what?





Optimistic & self motivated:

Gamers are characterized by extreme self-motivation.



Keen & productive:

Game play makes the gamer happier while working, optimizing their productivity and enjoying it.



Curious & Studious:

A game mindset invites students to be more curious & eager to learn.



... learning to deal with failure:

Gamers build resilience and learn how to deal with failure and 'happily' progress to the next step.



Gamifying soft skills



Knowledge, comprehension of cultural differences & skills to apply them develop one's intercultural competences* that are high in demand by employers.



The knowledge & understanding gained by engaging with cultural scenarios in games translate into soft skills that are transferrable to real-life situations.

* Source: Dr. Darla K. Deardorff in *Journal of Studies in International Education, Fall 2006,* 10, p. 241-266 and in *The SAGE Handbook of Intercultural Competence, 2009 (Thousand Oaks:* Sage)

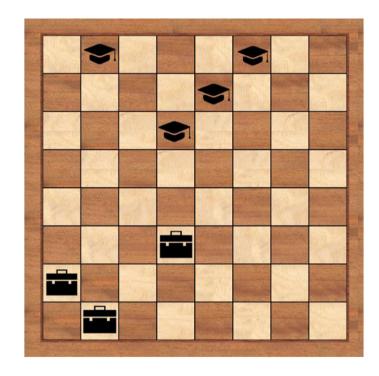


Gamification of careers advice



Features

- **√** Available 24/7
- **✓** More accessible
- **√** Fun element
- **✓** Additional to careers support offices





Implementation





10 tips on implementing gamification of careers advice to prepare students for a global workplace

VISTA article, IEAA magazine, Nannette Ripmeester
 & Veronika Norvaisaite "Gamification and (the Quest for) Global Employability"



Fast track guide



Determination



- Determine whether gamification fits the style of your organisation and your target **audience** (are they online, would they play the game, do they need careers advice?).
- Work out your **objectives** they will help you identify the activity you want to drive, whether it's informing, teaching, testing or practicing existing knowledge in a safe environment.



Fast track guide



Determination

Creation



- You will need at least three components: content, IT skills and design. Cooperation between the three is not always smooth as each of these components approach game creation from very different angles.
- The result should be easy on the eye, free of technical glitches and user-friendly.



Fast track guide



Determination

Creation

Functionality



- You have to make sure it's enjoyable! Ask yourself if it's challenging, understandable and enables users to progress.
- There should be no definite end. Gamification normalises the painful notion of failure and turns it into a possibility to improve by giving a chance to practice.
- The game information should be based on user's personal input to customise the careers advice for individual needs - the level they reached, the decisions they made, etc.



Examples of HE Gamification



- Harvard Business School:
 - "Back Bay": learning how to make investment decisions
- ClassDojo:
 - Classroom management system
- CareerProfessor.works:
 - Easing the transition between education and the world of work







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Quiz

Go to http://ELM.participoll.com
and vote!

http://ELM.participoll.com



What do you think prospective international students find <u>most</u> important when deciding for a particular study location?

- A. Broadening my experience
- B. Improving my career prospects
- C. Course of study not offered in my home country
- D. Improving my language skills



http://ELM.participoll.com



What do you think are the most wanted skills for a graduate from an employer perspective?

- A. Tolerance and empathy towards others
- B. International and intercultural orientation
- C. Emotional stability
- D. Academic results





What is in your opinion the <u>crucial</u> factor to improve employability?

- A. Build it into the curricula
- B. Provide stronger support from career services
- C. More contact with employers
- D. Ensure students gain international experience



http://ELM.participoll.com



Who is, in the current market, responsible to improve student's employability?

- A. Parents
- B. Students
- C. Universities
- D. Companies





Is employability on the strategic agenda of your institution?

- A. Yes
- B. No



http://ELM.participoll.com



Who is in charge of 'careers and employability' in your institution?

- A. Career service
- B. We have no service dealing with careers & employability
- C. International office
- D. Students





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Edilio Mazzoleni





Università Cattolica del Sacro Cuore Italy

Università Cattolica del Sacro Cuore





#3 for Employer Reputation in Italy

#143 for Employer Reputation worldwide

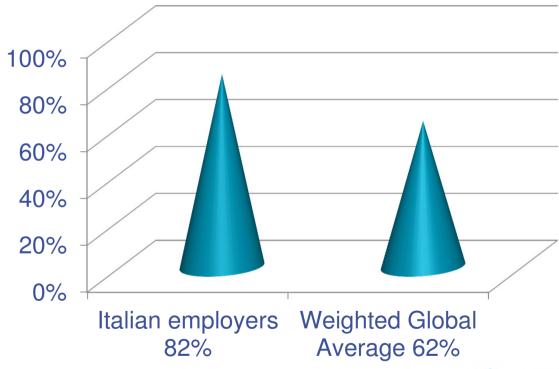
Source: QS WUR 2015



Italian job market



Italian employers highly value international study experience when recruiting -> soft skills

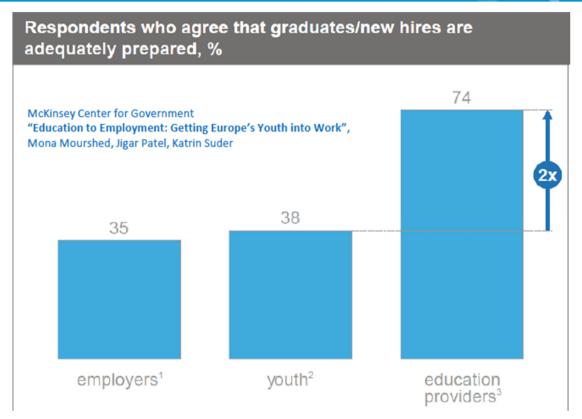


Source: QS Intelligence Unit – A division of QS Quacquarelli Symonds Ltd.



Educators vs employers





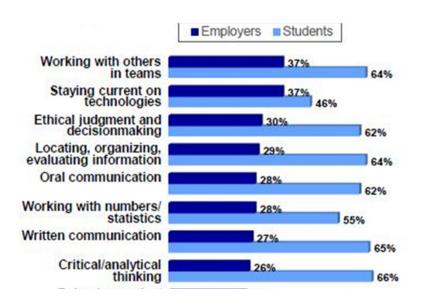
Source: "Learning mobility and graduate employment: research findings unveiled", EAIE 2014, Prague

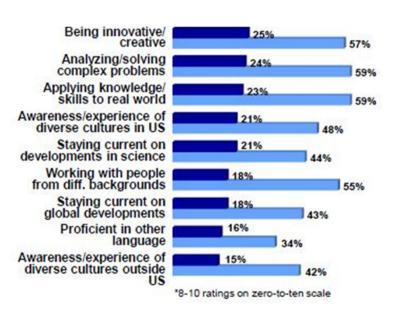


Students vs employers



Proportions saying they/recent US college graduates are well prepared in each area





Source: ""Well-Prepared in Their Own Eyes", AACU, https://www.insidehighered.com/news/2015/01/20/study-finds-big-gaps-between-student-and-employer-perceptions









University admin

Student/Alumni



The system



CareerProfessor.works is a tool consisting of a website & an app:

- For students interactive career info
- For HEI management info



Career information, platform to connect with peers & alma mater

Continuous contact & information





How it works - Universities



CareerProfessor.works™ **#AIEC2015**

500 invitations Students & alumni Response rate 17%



Universita Cattolica del Sacro	Cuore - Admir	n Users ▼ Questions Reports			logout
Dashboard					
New invites Total New invites prepared as draft	415	Registered users Total Students	85	Staff members Total	4
New invites sent	415	Alumni	55	Reports Last report generated Next report due	15-09-2015 15-10-2015

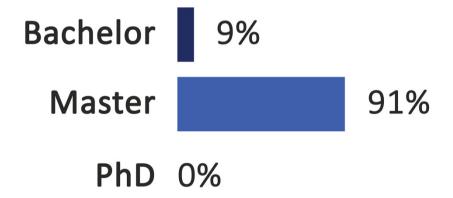
Data reports - website



1. Division by graduation date:



2. Division by degree:



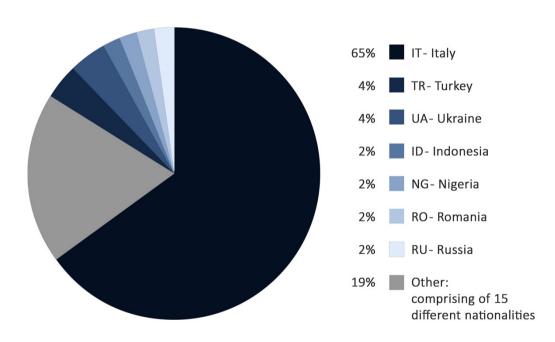
Data reports - website



3. Division by gender:

Female 67% Male 33% Other 0%

4. Division by nationalities:

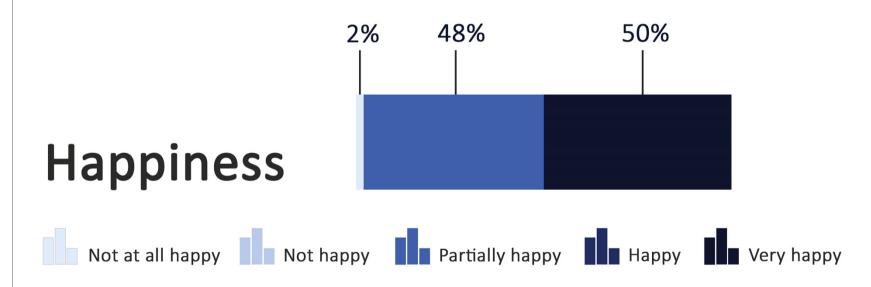


CareerProfessor.works™ **#AIEC2015**

Data reports - website



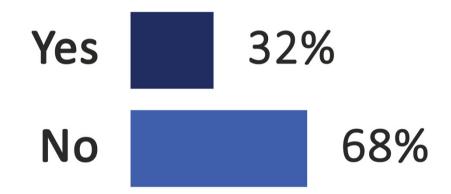
5. How happy are you in hindsight with your study choice?







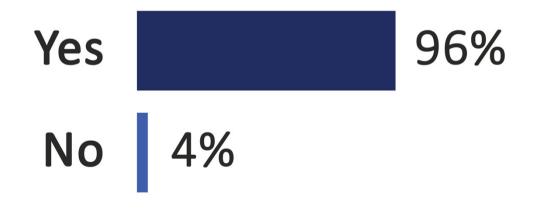
Did/Do you receive sufficient help from your university in finding employment?



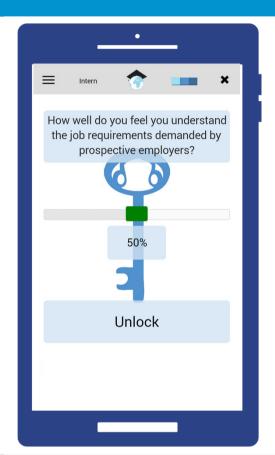




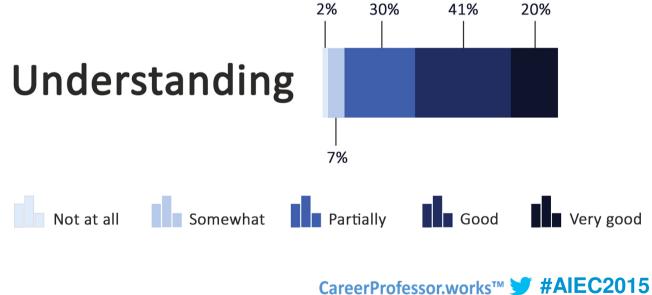
Would you like to receive more careers advice from your university?







How well do you feel you understand the job requirements demanded by prospective employers?

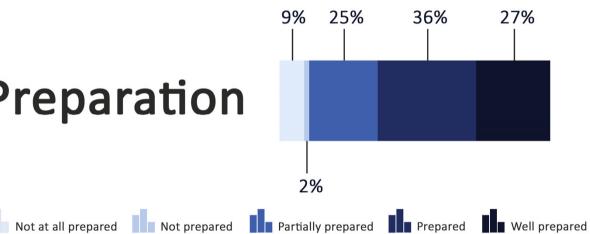






How well prepared do you feel for the job market?





Student feedback



"Last week I had the chance to use the website for preparing some job interviews."

F. Settanni, Italy

"I find extremely useful the detailed information about the specific country, especially the cv template."

T. Hartanto, Indonesia

"My attention was caught by the section "games": this is an interactive and attractive way to learn something new and useful for our future!"

E. Maiocchi, Italy



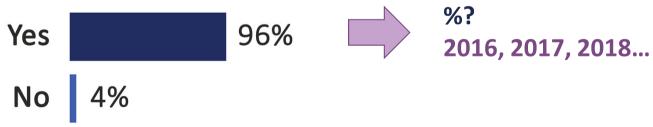
Conclusion



Employability is here to stay on UCSC agenda:

- keep monitoring the situation to know where and how to provide the support efficiently
- provide students and graduates with careers advice in the most engaging and innovative ways

Would you like to receive more careers advice from your university? **2015**:





The app Multiple choice cultural scenarios



Doing business



⊙41

When entering negotiations with a Brazilian company it is advised that you:

- a) Keep the members of your team changing, so there are new people for the Brazilian people to meet.
- b) Never introduce one or two members of your team to the Brazilians to keep them guessing.
- c) Stick with the same team members so that a rapport and relationship can be established.

Social interactions



⊙32

When eating out with your Japanese colleague. What to do?

- a) Dish the food to others with your own chopsticks.
- b) When you are done, leave your chopsticks standing up out of your food.
- c) When sharing a dish, put what you take on your own plate before eating it.

Job hunting



⊙42

Internships are not common in UAE.
That means:

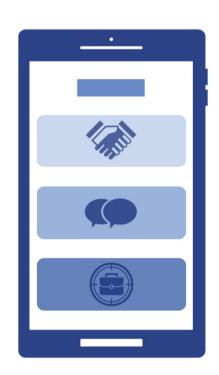
- a) If you apply for one, you should take note of its length and structure.
 - b) You should not try and apply for one.
- c) If you get an internship, it is not going to have any official records in the company.

Play time!



An informative quiz based on CareerProfessor.works

- 1. Doing Business 2 questions
- 2. Social Interactions 2 questions
- 3. Job Hunting 2 questions









When negotiating in South Africa, interrupting your counterpart is:

A.

Part of the discussion and shows strength of will.



Considered rude and should be avoided.

C.

Encouraged, and is admired.





How well received is negative feedback in Portuguese business?

Α.

Very well, as it gives a chance to improve in the future.

В.

Somewhat uneasy, but secretly appreciated.

C.

Not well at all and should be avoided.



Question 3



How do you greet somebody from Singapore?

 $A.\sqrt{}$

It depends on their ethnicity and age.

В.

It depends on their religion.

C.

It depends on which part of Singapore they come from.





It is a bad sign in Russian meetings to:

A.

Sneeze while introducing yourself — a sign of weak personality.

В.

Wear red – the colour of cheating.

Shake hands across the door threshold – a sign

that the friendship won't last.



Question 5



What is preferred in an on-line application in the US?

A.

You send both your resume and application letter as attachment.

You send
your resume as
attachment and your
application letter in
the body of the
email.

You send both your resume and application letter in the body of the email.



Question 6



Below are common questions interviewers in Japan might ask, except:

A.

What kind of job would you want if you joined us?

B.V

What is the range of salary you are expecting to get?

C.

What other companies are you visiting besides us?



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Thank you for your attention!

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