australian international education conference 6–9 October 2015 Adelaide Convention Centre international education: global responsible sustainable

Game on: gamification and the quest for employability

Chair: Peter Muntz Speakers: Nannette Ripmeester & Edilio Mazzoleni





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
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 works



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



Employability – what is it?

The soft skills that employers are looking for:

2015 www.aiec.idp.com

- 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



5 www.aiec.idp.com

Source: University of Melbourne, 2014

Employers' perspective





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**

Source: EAIE Handbook, Business as Consumer of Global Talent, Ripmeester, 2014





Employability matters but graduates struggle...









'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) x 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.

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Picture source: newyorker.com Source quote: <u>http://www.coursesmart.com/media#pr34</u>, SAN MATEO, Calif., June 1, 2011/PRNewswire/ - CourseSmart™





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



ENGAGEMENT

At the most basic level, students are more interested in what they are learning.

PROBLEM SOLVING

Gamification elements allow students to increase their mental flexibility and to develop problem solving abilities.

COMPETITION

Games and game-based learning elements play on the natural human desire for competition (without penalties and/or failure visibility).

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CHALLENGE



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"











- 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





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

Quiz



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





What do you think are the <u>most wanted</u> 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





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

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


http://ELM.participoll.com



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

#AIEC2015

Italian job market









Respondents who agree that graduates/new hires are adequately prepared, %





Students vs employers

2015 www.aiec.idp.com

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





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



CareerProfessor.works at UCSC





#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	0 415	Alumni	30	Reports Last report generated Next report due	15-09-2015 15-10-2015
		L	Care	erProfessor.works™	#AIEC2015



Data reports - website

2015 www.aiec.idp.com





Data reports - app



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



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Data reports - app



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

2015 www.aiec.idp.com



Data reports - app





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

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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



The app Multiple choice cultural scenarios





Play time!



An informative quiz based on CareerProfessor.works

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



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How well received is negative feedback in Portuguese business?

Α.	Β.	C.			
Very well, as it gives a chance to improve in the future.	Somewhat uneasy, but secretly appreciated.	Not well at all and should be avoided.			
CareerProfessor.works [™] y #AIEC2015					







It is a bad sign in Russian meetings to:

Α.

Sneeze while introducing yourself – a sign of weak personality. Β.

Wear red – the colour of cheating.

**C. **

Shake hands across the door threshold – a sign that the friendship won't last.

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

Α.

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.

C.

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



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Thank you for your attention!

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