



GameON

Resources for Attachment to Working Life and Society

April 1, 2024 - June 30, 2026

Summary

The GameON project aims to enhance the employment opportunities and well-being of unemployed individuals and those outside the workforce, aged 16-54, through group activities related to gaming. The project focuses on various aspects of gaming and strengthening digital skills. Participants are supported in finding new pathways to employment and education, enhancing their digital competencies, and improving their social functionality.

The project is primarily executed by Savonia University of Applied Sciences, with sub-executors including the Humak University of Applied Sciences, Savon Diginatiivit, and the Finnish Youth Association.

Project Objectives

1. Support participants in discovering new pathways to employment and education while strengthening their digital skills. Individual needs are considered, utilizing multi-actor collaboration across sector boundaries.
2. Enhance participants' social skills and functional capacity by bringing together individuals interested in gaming, utilizing both online and face-to-face gaming activities. Practice group dynamics and interaction with others.
3. Assist participants in recognizing their abilities and skills that can be applied in the workforce. Guide the target group towards participation in education and employment.
4. Provide participants with concrete exposure to the workforce through work-oriented projects.

Key Project Actions

1. Socially empowering gaming group activities.
2. Individual guidance towards personal pathways to employment.
3. Strengthening work skills and networks.

Project Outcomes

The project results in the development and improvement of a gaming activity model through group activities. This model includes tools that support personal growth and help individuals find their paths to employment. Additionally, the project involves work-oriented projects, allowing participants to apply what they have learned in practice. Throughout the project, reports, analyses, and articles will be produced to document the process and its outcomes, providing valuable insights for the development of the field.