

Where can you find us?



www.learnplaymanage.eu

What is LPManage?

Learn, play and manage.

LPMnAge is a European project which aims at developing a social game to train key competences in the field of international project management. Through the concept of “learning by playing”, the project team will develop an innovative training system which will enable the player to acquire or improve important competences applied in international project management.

Why is this project needed?

Competences in international project management are nowadays essential because in a globalized world they need to be applied often in different contexts and by different profiles of organizations: consultancies specialized in international trade, import-export agencies, NGOs or public administrations. The project is aimed at developing a game which can be used individually or together with other training materials, to help the player to acquire or improve those competences to be a good manager of international projects. The training material is planned to be social game based for several reasons. Using social games for adult education makes the training process more informal, and easier to digest. Furthermore

social games enable the user to interact with other users, developing social or even intercultural competences. Moreover, the social game will use Web 2.0. technologies which also contributes to familiarise the player with the use of social networks, increasing his/her technological skills, which is also essential not only for a project manager but for everyone in the current digital era. With the development of this game, the project partners wish to cooperate to increase the employability and mobility of European workers and professionals.

Which are our objectives?

- Develop competences in international project management through the use of a game based learning initiative
- Explode the pedagogical potential of the “learning by playing” concept and the utilisation of social games.
- Raise awareness of the benefits of the inclusion of social games in training

Which is our target group?

- Professionals in the field of international project management
- Vocational Education Trainers

Who are we?

Inveslan, Spain (coordinator)

Jaione Santos
j.santos@inveslan.com
www.inveslan.com

Net-Mex Ltd, Hungary

Andrea Kövesd
andrea.kovesd@net-mex.hu
www.net-mex.hu

Associazione SEED, Switzerland

Chiara Bramani
chiara.bramani@seedlearn.org
http://seedlearn.org

Hellenic Open University, Greece

Dimitris Kalles
kalles@eap.gr
www.eap.gr

LEARN TPM Ltd, United Kingdom

Andy MacPherson
andy@learntpm.com
www.learnit3d.com

Studio Centro Veneto, Italy

Paolo Zaramella
info@studiocentroveneto.com
www.studiocentroveneto.com

Twin Learning LLC, USA

Michael P Carter
michaelpcarterphd@gmail.com
www.linkedin.com/in/michaelpcarterphd

The diverse geographical origins and fields of expertise ensure the multicultural and multidisciplinary approach of the partners, which gives a high added value to the project outcomes.