



SGAG – Skill Generator Assessment Game  
Multiplier event – Riga, Latvia

## Multiplier Event

Riga Trade Vocational Secondary school, Riga, Latvia

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# 1 Introduction

This report contains a description of the Multiplier event organised in Riga, Latvia. The Multiplier Event was focused on disseminating the project to the VET teachers.

The Multiplier Event was held in Riga Trade Vocational Secondary school. Teachers of Riga Trade Vocational Secondary school were very interested in the project and wished to introduce themselves with the project and the Game that has been developed.

*Nº of participants: 15 teachers*

# 2 Preparations

The Multiplier Event was organized for teachers of Riga Trade Vocational Secondary school in Riga and few interested teachers from other schools. We informed teachers of the event several weeks before. In the beginning of the Multiplier Event, we presented the project itself, the e-course and the game. Afterwards, we asked teachers to find the game online, we helped them to register for the platform, log in and they tried the game themselves with our assistance.

# 3 The event

The Multiplier Event took place in an IT classroom at the Riga Trade Vocational Secondary school, as we needed computers to be available for each teacher.

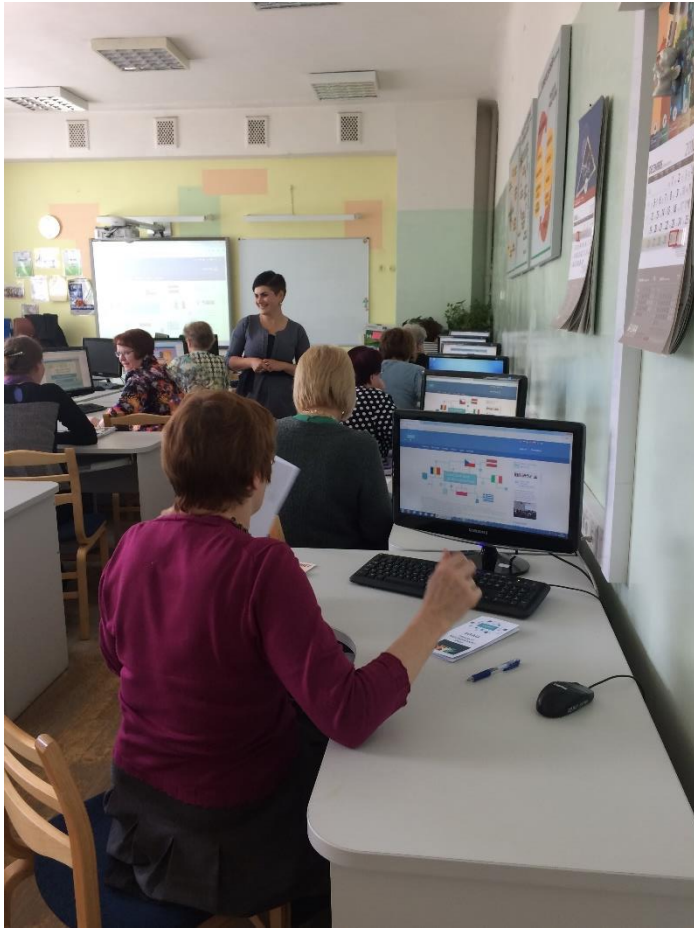
At the beginning, we shortly introduced ourselves and our Association, then we moved on to introduce the project and project partners.

We presented the project, the e-course and the game. The teachers were eager to start testing the game as they wished to see it as soon as possible. Then we moved on to the game itself. We asked the teachers to find the game online, register and log in for the very first time. We helped them all through this process and answered all their questions.

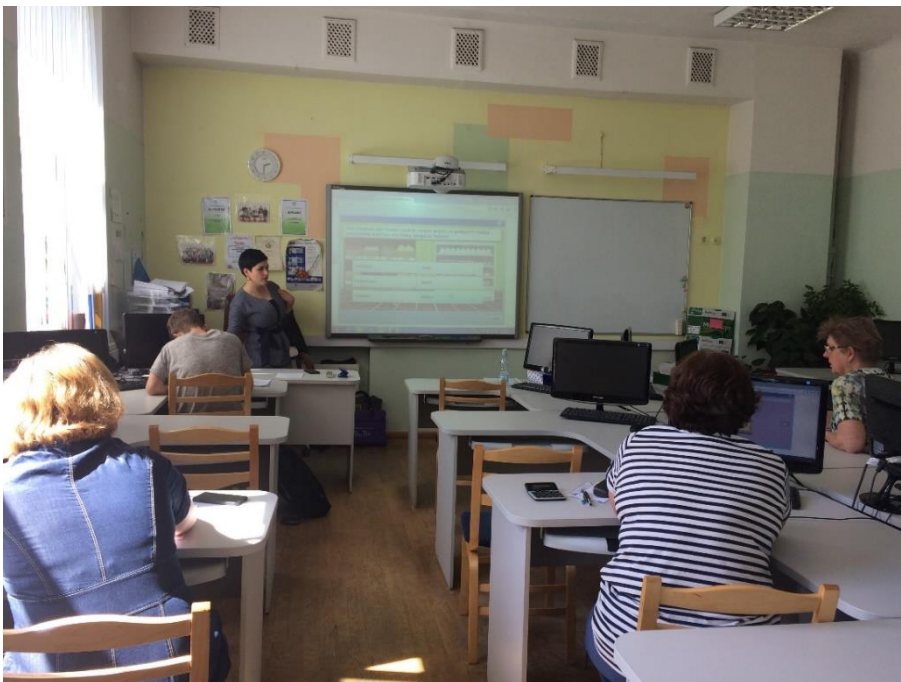
For about an hour, hour and a half, teachers introduced themselves with the game, asked questions, and made comments. After we finished our meeting, we asked them to fill in evaluation questionnaire and mention all of their questions and comments in the questionnaire as well.

## KEY CONCLUSIONS:

Teachers were very interested in the project and the game. In general, they thought the game was a bit complicated, but they agreed that students won't have any issues with it as they felt it was meant more for younger people with better ICT skills. They liked the visual format of the game and they were very interested to use it in their work with students.



*The attendees of the event in Riga Trade Vocational Secondary school, Riga, Latvia*



## 4 Annex n. 1 – Attendance list for the Multiplier Event in SPŠ Na Jízdárně, Ostrava




No.	Name, surname (Vārds, uzvārds)	Name and address of the organization (Iestādes nosaukums un adrese)	Position (Amats)	Contacts (e-pasta adrese)	Signature (Paraksts)
10.	Ineta Dišlere	RTPV	pedagoģe	ineta.dišlere@inbox.lv	<i>[Signature]</i>
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16.					
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24.					

„SGAG – Skill Generator Assessment Game” (2015-1-CZ01-KA202-013948)




**„SGAG – Skill Generator Assessment Game”**  
 (2015-1-CZ01-KA202-013948)

**Rezultātu izplatīšanas pasākums**  
 Rīga Trade vocational secondary school, Tomsona iela 3/5, Rīga, LV-1013, Latvija  
**06/06/2017**

No.	Name, surname (Vārds, uzvārds)	Name and address of the organization (Iestādes nosaukums un adrese)	Position (Amats)	Contacts (e-pasta adrese)	Signature (Paraksts)
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## 5 Annex n. 3 – Certificate of Attendance

# *Apliecinājums par dalību*

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Apliecinām dalību ERASMUS +projekta „SGAG – Skill Generator Assessment Game”  
(2015-1-CZ01-KA202-013948) seminārā.

2017.gada 6. jūnijs  
Rīga, Latvija

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*Biedrības Eurofortis direktore*