

## Project Partners



Associated  
Partner



## About

The Games Without Barriers project is funded under the Erasmus + Programme KA2 VET – Cooperation for innovation and the exchange of good practices. Project duration: October 2019 to March 2022.

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# GAMES WITHOUT BARRIERS

Game-based learning in initial VET  
for Accessible Tourism



[www.gameswithoutbarriers.eu](http://www.gameswithoutbarriers.eu)

## Objectives

- To reduce the training gap in tourism VET schools about accessible tourism issues by embedding accessible tourism topics in their curricula
- To develop and experiment in “edutainment” approaches and new tools for training by integrating game-based and experiential learning in the teaching practices and using new media and digital technologies in a creative and collaborative way
- To improve the knowledge of accessible tourism among teachers of tourism VET schools and increase their expertise and skills in the use of game-based learning approaches and digital training tools
- To increase students’ engagement and boost their participation in training activities, increasing their awareness and knowledge of disability and social issues in their future work, supporting inclusion for people with specific access requirements
- To increase the capacity of tourism VET schools to operate at transnational level, share and develop new ideas, practices and methods

## What is Accessible Tourism?

'Accessible Tourism' or 'Tourism for ALL' refers to tourism that caters to the needs of the widest range of visitors, including persons with disabilities, older persons cross-generational families and others.

Accessibility refers not only to creating a barrier-free environment but also ensuring that transportation, information and services are inclusive and can be used by everyone.

## Project development



### Step 1

Train the Trainers – e-Learning course and Face-to-Face joint staff training events for 15 teachers from Italy, Romania and Spain



### Step 2

Design of training modules on Accessible Tourism for use in mainstream tourism VET school programmes



### Step 3

Game-based App on Accessible Tourism – supporting digital training tool to be developed with the involvement of VET students



### Step 4

Training, Testing and Refinement. The “game-based” app and training modules will involve real games, where learners will learn while playing a selected game or simulation

