6. Systech   **Finland**

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Projekt namn: Systech
Kort summering:

The project aims to build a scientifically and practically oriented understanding of the basis and the processes of developing learning solutions for different phases of the education system and for professional learning contexts. The focus is on the development of research-based principles, models and methods for the design and use of learning solutions.

Webpage: http://www.systechlearning.fi

Slide share:

Kort sammanfattning om magnitud:

The project involves a large variety of different companies from Finland and organisations from around the world. While the official funding is only for the Finnish partners, international partners are connected as associate partners. The partner countries where the international research institutes are located are Chile, China, Spain, Singapore, South Korea and United Arab Emirates.

Argument för nominering:

The Systech project does an outstanding job analysing and evaluating various different serious games and game based learning solutions from Finland from an international perspective. The aim is to identify commonalities and differences between the preferences in learning games. Based on the created data, a framework for the creation of learning games will be developed. This framework will include all relevant aspects including pedagogical, technological and cultural factors.

The work of the project has the potential for a major contribution in the development of future game-based learning solutions and their globalisation and localisation for different markets.

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