

**Upskilling Lab 4.0**

**Project No. 2019-1-BG01-KA204-062308**

**IO4 GAMIFIED PLATFORM**



**Upskilling**  
Lab 4.0



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## INTRODUCTION

The main purpose of this summary is to give an overview and guidelines on the use and implementation the Upskilling Gamified Platform which will allow the real-time collaboration and work between large corporations, SMEs, and startups and scaleups.

It contains two main groups of content:

- ✓ Collaboration and creativity tools
- ✓ Collaboration and creativity games

Also, all toolkits, materials, templates, hand-outs developed prior to this product during the development of the project are uploaded here.

This is the ultimate online Upskilling Lab space. The aim of this platform is to hold all digital tools that support innovation and in particular Industry 4.0 collaboration for skills development and access to technology.

In overall sense and context it provides:

- ✓ tools to improve the companies' knowledge portfolio;
- ✓ the safe environments for "soft" experimentation and cooperation in teams of employees and managers from the main target groups – companies in growth and startups and scaleups;
- ✓ the base for the further development of more tools and games that support innovation in today's business.

It makes use of gamified elements and introduces interactive tools to guide the collaboration process. The theoretical content of the previous outputs is supported by practical elements. The platform has multi-user features allowing interactions and exchange of information.

It serves as a communication and sourcing tool/hub, repository to host all materials and tools, being the digital core of our Industry 4.0 Upskilling Lab .

The tools cover the following topics:

- ✓ Collaboration games
- ✓ Innovation and open innovation
- ✓ Decision tree, templates, mindmaps, hand-outs
- ✓ Industry 4.0-related content and tools providing good practices, example and guidance on the application of traditional and advanced technologies.

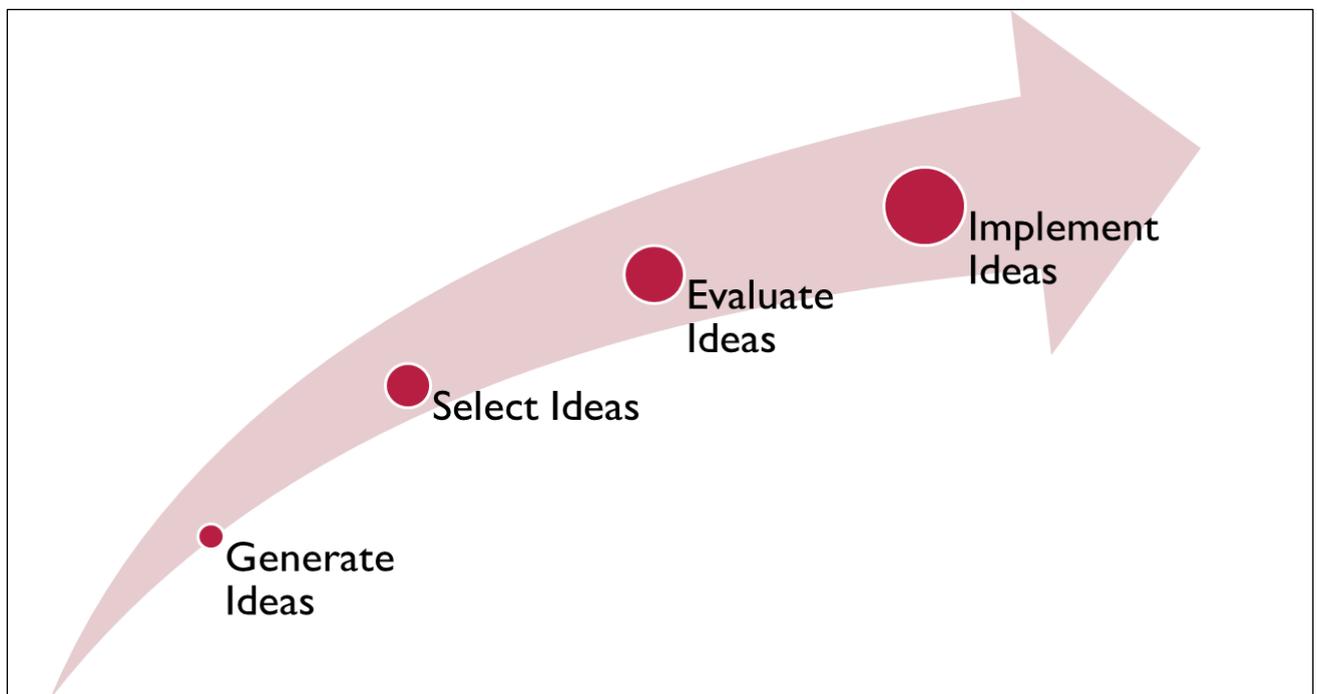
All the tools are designed following the digital game-based learning principles and incorporate gamification elements.

We follow the emerging trend of strong online collaboration between young and established enterprises.

The innovation of this output is the use of gamification and game based learning for cultivating open innovation and collaboration management in companies of different size and development level. The tools are based on the notions of serious games, templates and guidelines for playing games in teams, working in different settings, teams and sizes and types of businesses, digital game-based learning and creativity development.

### OVERVIEW OF THE CONTENT

The platform focuses on collaboration management and creativity techniques following the four main stages in the process:



As shown in the figure above the four main steps are:

- ✓ GENERATE IDEAS
- ✓ SELECT IDEAS
- ✓ EVALUATE IDEAS
- ✓ IMPLEMENT IDEAS

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*The main idea is for teams of startups/scaleup together with representatives by established companies in growth to work together and follow this process so that they cover both collaboration and creativity.*

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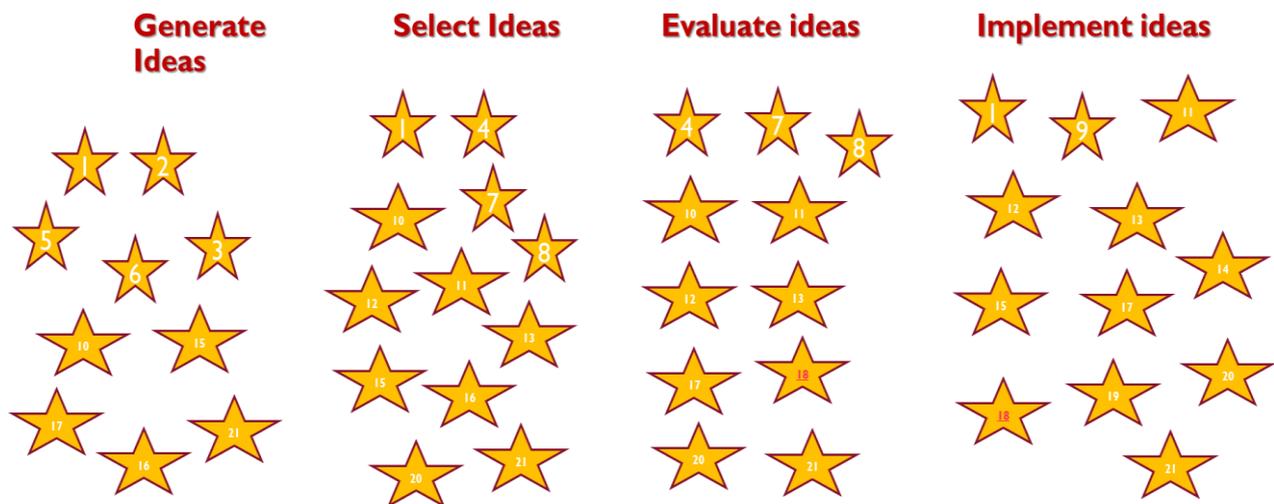
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Each stage contains a series of tools, templates, games and other elements to be used by the teams in the UPSKILLING LAB.

All templates and materials are divided into sections and main type of content and logic. It provides techniques and tools for use of teams, small and large enterprises – both start-ups/scale-ups and corporates – to apply in the four-step process of creativity and innovation. All techniques are numbered 1-21 and structured as per the stage where we recommend using them. This document should be used as a guidelines only with ideas of how to facilitate, organize and conduct workshops, sessions and other team and individual activities, with examples and ideas which could be complemented, substituted and modified according to the specific need and application.

### CREATIVITY AND COLLABORATION TECHNIQUES ROADMAP

The main techniques and games are divided into the following main stages following the steps of the process:



1. MINDMAP
2. FRESH VIEW
3. ATTRIBUTE LISTING
4. FUTURE PERFECT
5. WISFUL THINKING
6. SCAMPER
7. CAUSE AND EFFECT ANALYSIS
8. WHAT IF ANALYSIS
9. REVERSE BRAINSTORMING

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10. SIMPLEX
11. REVERSAL
12. 5 WHY'S
13. REFRAMING MATRIX
14. FORCE FIELD ANALYSIS
15. MENTAL IMAGERY
16. CIRCLE OF OPPORTUNITIES
17. SIX THINKING HATS
18. ROOT CAUSE ANALYSIS
19. PESTLE ANALYSIS
20. RICH PICTURES
21. WORLD CAFÉ

## CONCLUSION

The *Upskilling GAMIFIED PLATFORM* is a **one-stop-repository** for support of teamwork and collaboration among the main target groups in terms of increase of level of creativity and innovation, growth and development within the context of Industry 4.0 where:

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**THE MAIN FOCUS IS:**  
**CREATIVITY AND COLLABORATION IN AN INTERACTIVE ENVIRONMENT BETWEEN**  
**STARTUPS/SCALEUP AND COMPANIES IN GROWTH**  
**FOR INNOVATION IN INDUSTRY 4.0.**

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