



New Opportunities for Increasing Job Readiness for People with Disabilities

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The Projects

- Nottingham Trent University is coordinating two Leonardo Transfer of Innovation Projects to deliver an innovative approach to creating new opportunities for increasing job readiness for people with disabilities.
- These are the GOAL and GOET projects.
- Both of these projects use a blended learning pedagogical approach, using a combination of innovative serious games, including 3D simulated environments and mobile applications with more traditional approaches
- An employment preparation and personal development skills curriculum has been developed for both projects to increase employability
- Based on research conducted with a number of service user groups and using those groups to develop learning materials in a user sensitive design approach.

Project Partners and Target Groups

GOAL

Partners:

- Nottingham Trent University
- Zgura-M
- E-ISOTIS
- Greenhat Interactive
- bid services

Target Group:

People with learning disabilities, dyslexia and hearing impairment.

GOET

Partners:

- Nottingham Trent University
- University of Pannonia
- IMOTEC
- Greenhat Interactive
- bid services

Target Group:

People with learning disabilities and hearing impairment.

The GOAL Project

- The first project is called Goal (Games Offering Accessible Learning)
- The project aims to improve work based learning and develop vocational skills like planning your route to work, time keeping, CV writing, settling into the workplace and health and safety training.
- The project has been developed to engage people with learning difficulties through games-based learning
- Create an accessible approach to vocational skills training
- Enhance enjoyment for work preparation

The GOET Project

- GOET aims to support people with learning disabilities in getting and keeping a job by helping them to learn more independent living skills and skills that will help them in their working day. We have therefore added new units to the curriculum
- GOET also wants to improve the way these subjects are taught by making them more interesting and enjoyable.
- GOET is developing games for the mobile phone that will provide a personalized memory timeline – giving prompts throughout the day to remind the client of important things to remember to do to prepare for leaving the house and throughout the working day.

Curriculum

Skills Gaps researched with groups of students with disabilities, teachers and trainers identified needs for training in:

- Personal development (health and hygiene, timekeeping, stress and anger management etc)
- Employment Preparation (Realistic career choice, applying for work, interview skills etc.)
- Preparing to start and coping with first days at work (Understanding company structures, health and safety issues, what to expect on your first day etc)

INVOLVING LEARNERS

Our project will involve students and learners in designing, testing and evaluating the games to make sure that they are:

- Accessible
- Effective in delivering their learning objectives
- Engaging
- Usable
- Culturally and age appropriate

Our user sensitive design, with the additional involvement of teachers and trainers approach will also maximise our exploitation potential

Accessibility Issues

In order to make the games accessible to the target groups:

- Accessibility standards (W3C)
- Signing tracks for British Sign Language users
- Voiceover and icons for learning disability
- Simple text and minimal text use
- Consideration of colours for dyslexia & epilepsy
- Sans Serif fonts for dyslexia
- Translation in to other languages and culturally appropriate content
- Games across platforms to engage with different learning styles

Project Websites

More details are available on the project websites at:

<http://goal-net.eu>

<http://goet-project.eu/>