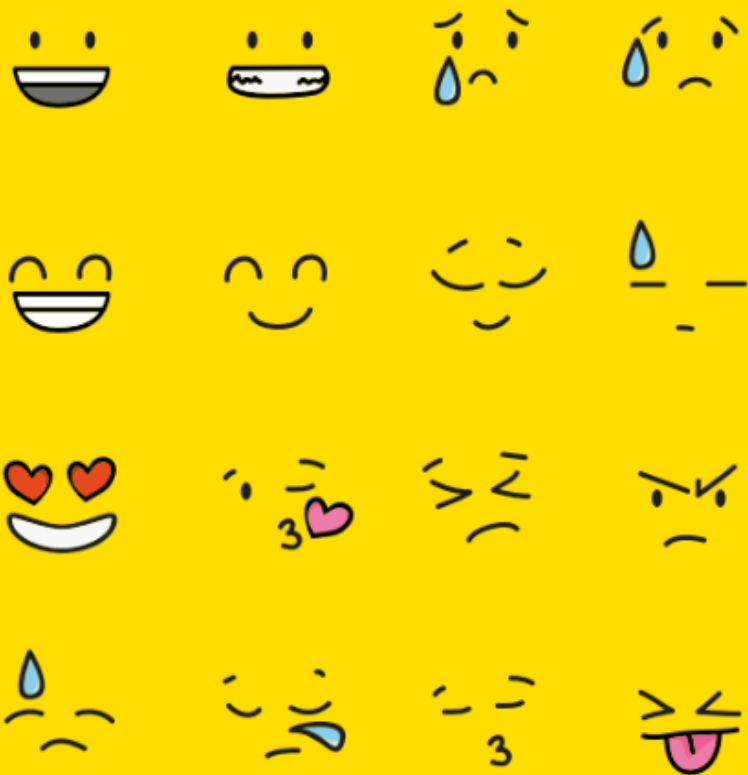




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Learning activity

What is LOEL?



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As you know...

- ✓ LoeL stands for **League of Emotions Learners**
- ✓ It is an Erasmus+ Project
- ✓ Started in 2018 – ends in 2020
- ✓ Partners:



Main goal of Loel project

Loel project aims at **empowering young people** so they are able **to develop their emotional competences, to identify and express self-emotions, to establish successful communication with others both online and offline, to be aware of the limits and potential of ICT-based communication and to manage emotions in professional environments** (including volunteering experiences, within a company or when being entrepreneurs).



Objectives of the project

- ✓ To develop **empowering and training resources** that allow young people to identify the origin and nature of the emotions.
- ✓ To facilitate a **diverse set of activities** that combine real ICT-based communication methods and channels with working and personal environments scenarios.
- ✓ To get to know **linguistic expressions** that in different cultural backgrounds express basic emotions.
- ✓ To teach appropriate **verbal and gestural indicators** to send effective messages in dialogues, negotiation or conflict situations.
- ✓ To provide enterprises and organizations that work with young people with a **training material** that allow to improve not only the business but also the personal and working atmosphere.

To whom is LoelL addressed?

Young people



Youth trainers



What has been done so far?



Design of activities

Creation of the offline activities

First beta version of the app

App testing process

Why Loel?



Several researches highlighted a gap between enterprises and new generations and how they express and communicate at work.

Results highlighted that the young people tend to use the ICT means and social media to communicate and express.



On the contrary, business report to face communications and active listening issues when integrating younger generations into their teams.

Why LoeL?

According to experts such as Daniel Goleman, emotional competences are one of the key factors to succeed in the personal and professional life.

How we are going to achieve our goals?



LEAGUE OF EMOTION
LEARNERS APP



Short-term joint staff
training event



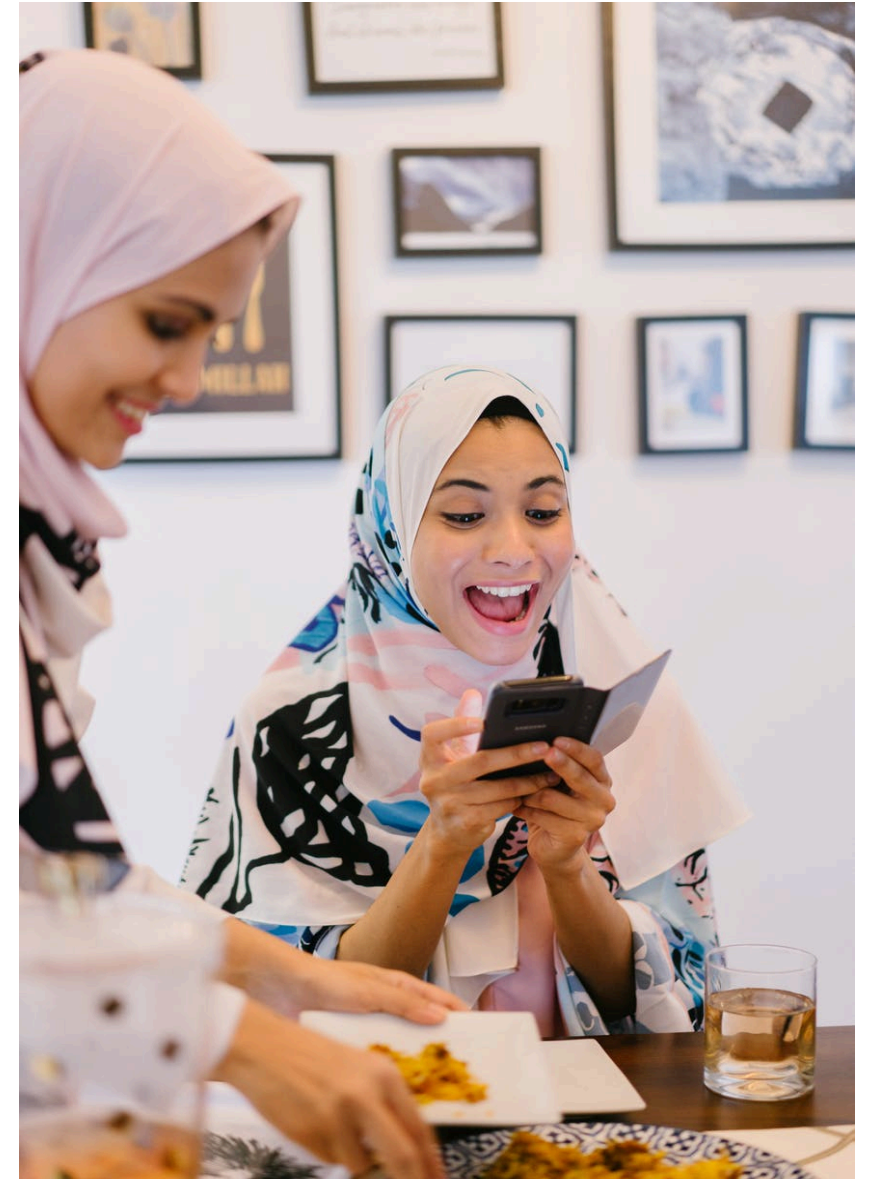
Multiplier events

LoeL APP?

The League of emotions Learners APP (LoeL APP) is an interactive software designed to empower young people to be able to identify, manage, communicate and understand own and other people emotions.

Currently there is a beta version for Android and iOS.

Available in all partner languages.

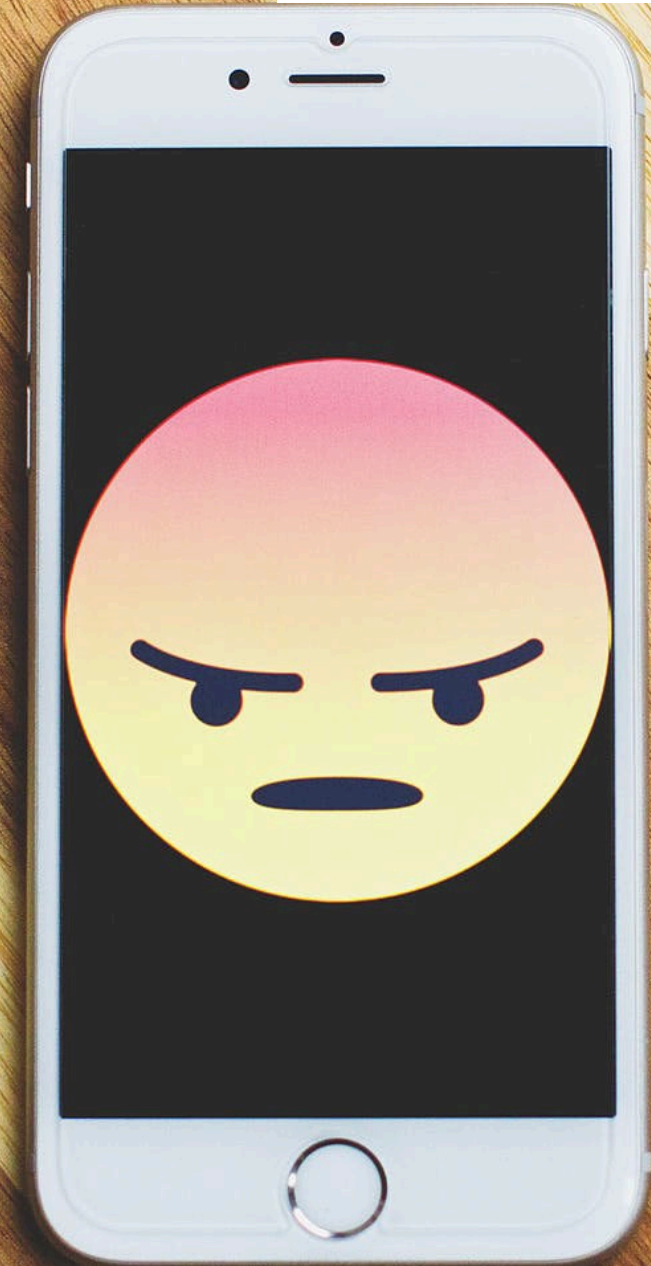


Which are the objectives of the app?

- To offer an open **freely downloadable APP as an interactive software that** will implement innovative gamified educational practices.
- To **create specific activities** basing on young people ICT-based expression and communication practices
- To **raise awareness on the cultural components behind emotions** expression and communications, and also about the potential and limitations of the new technologies on these areas.

It offers 3 specific sections

1. The multilingual dictionary of emotions
2. Expressing emotions
3. Emotionally intelligent organizations



1. The multilingual dictionary of emotions



Includes definitions of the **50 most easily identifiable emotions**.

Those emotions are classified and illustrated with examples to develop young people emotional literacy.

2. Expressing emotions

Gamified activities created:

- ✓ **Complete the illustration** -> a comic/illustration is presented with blank dialogues. Users will have to choose the correct narrative. Situations will be linked to the mentioned areas and related to one or several of the basic emotions.
- ✓ **Emoticon saying** -> famous films or song titles will be presented with the only use of emoticons. Users will have to figure out the exact meaning. The opposite (translation of one title to emoticons "language") will be also possible.
- ✓ **Random words** -> the APP will select randomly a set of gamer/ICT jargon words, so users will have to tell a story around. The word related emotions should have to be identified.
- ✓ **Mute story** -> a short video without sound or subtitle will represent a scene. Users will have to first identify emotions involved, and then choose the correct dialogue lines.
- ✓ **Emotional idioms** -> all languages count on idioms that are used to express emotions. The APP will randomly select one, and the user will have to choose the correct related emotions(s) involved.

3. Emotionally intelligent organizations

Emotions are recreated through simulations, dialogues in scenarios.

A concrete set of created activities allows young people can **interact, create and learn.**

Activities are classified in 4 areas, essential for the management of the emotional intelligence of the organisations:

- Ability to control the emotions
- Ability to motivate oneself
- Recognition of other people's emotions
- Control of the relations

Personal emotional competences

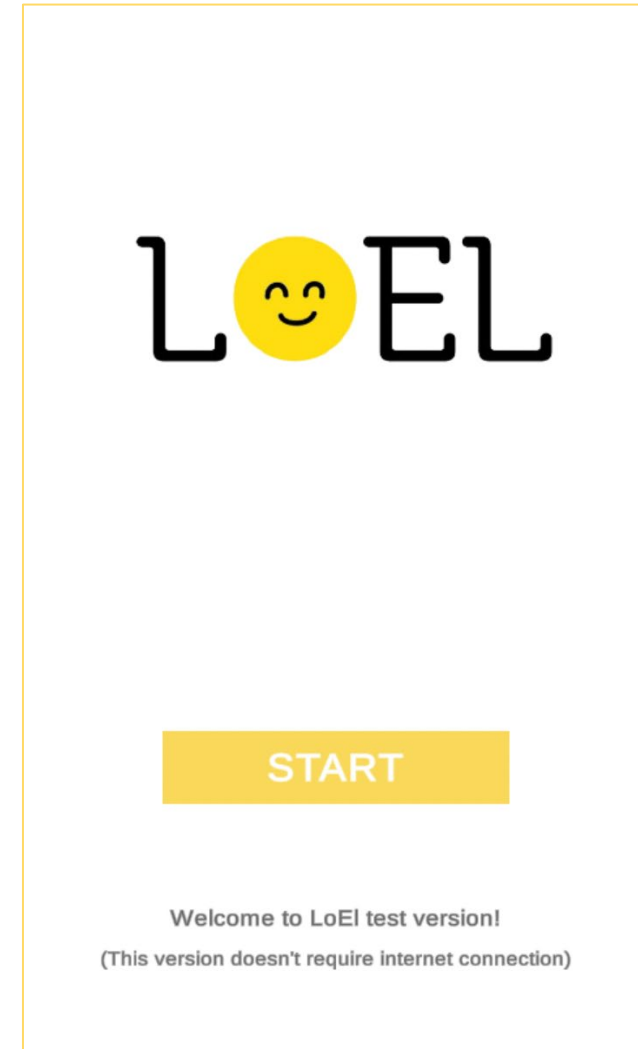
Social emotional competences

Professional emotional competences

Beta version of the app

We have already available a beta version of the app!

There might be a lot of changes and improvements but lets take a first idea.



This is my avatar!

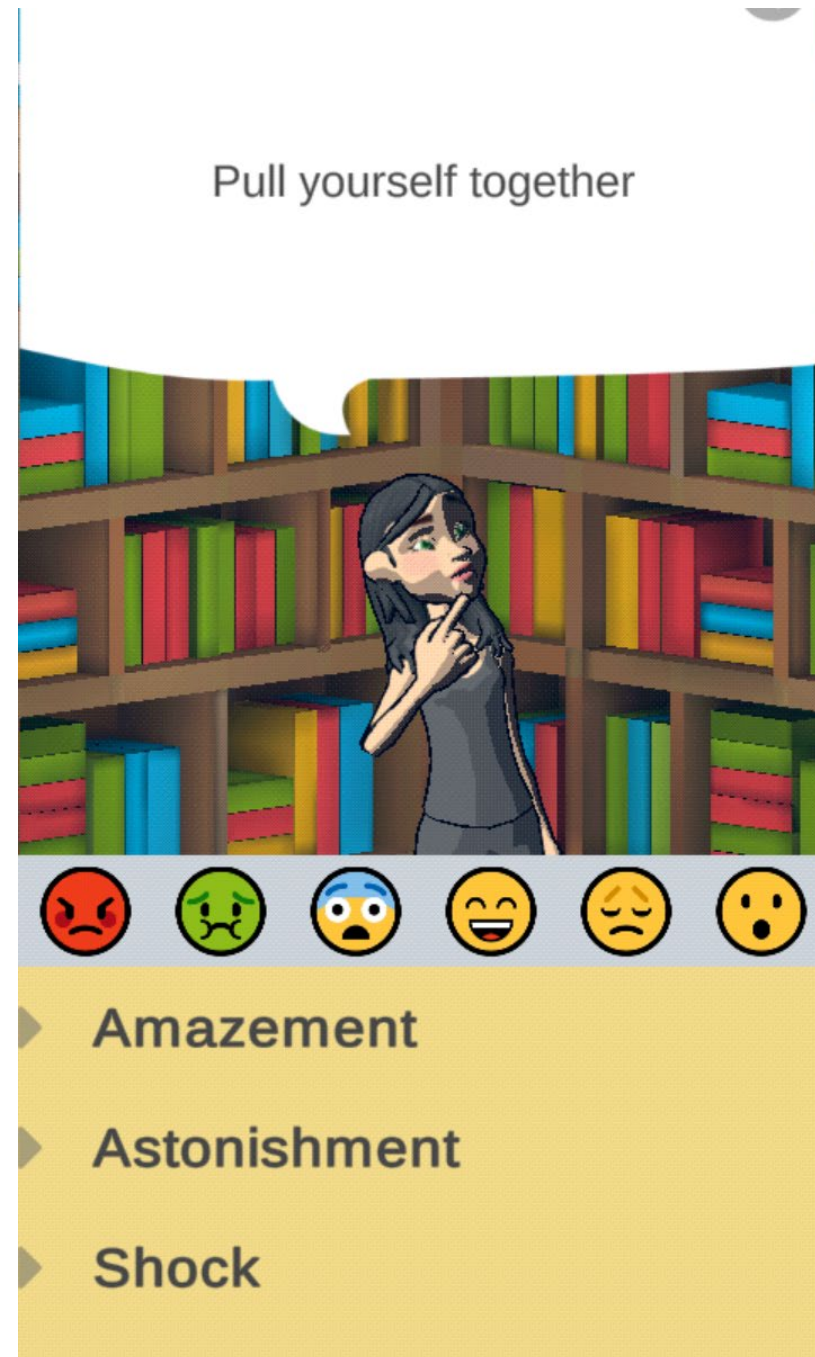


It is totally customizable so you can choose more colorful version than I did...

You have different activities available at this moment.

Idioms

The APP will randomly select one idiom, and the user will have to choose the correct related emotion involved.

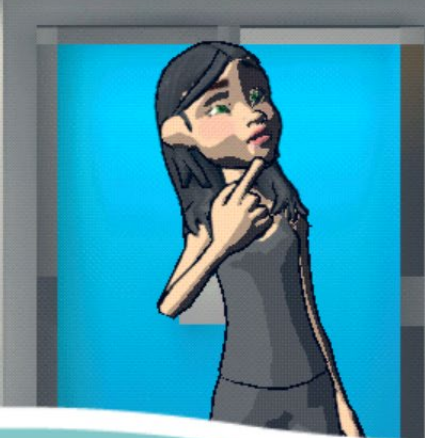


Guessing game

Users will have to figure out the exact meaning of the emojis. They will be songs/movies.

What movie Title is this:

👹 📖 💀



- 1 Daredevil
- 2 Evil Dead
- 3 Resident Evil

Guess emotions

Match the photograph with the corresponding emotion

The image displays four photographs of people's faces, each showing a distinct emotion:

- Top-left: A woman with a sad expression, her hand to her forehead.
- Top-right: A woman with a joyful expression, laughing with her mouth wide open.
- Bottom-left: A woman with a surprised expression, wide eyes and an open mouth.
- Bottom-right: A man with an angry expression, furrowed brows and a grimace.

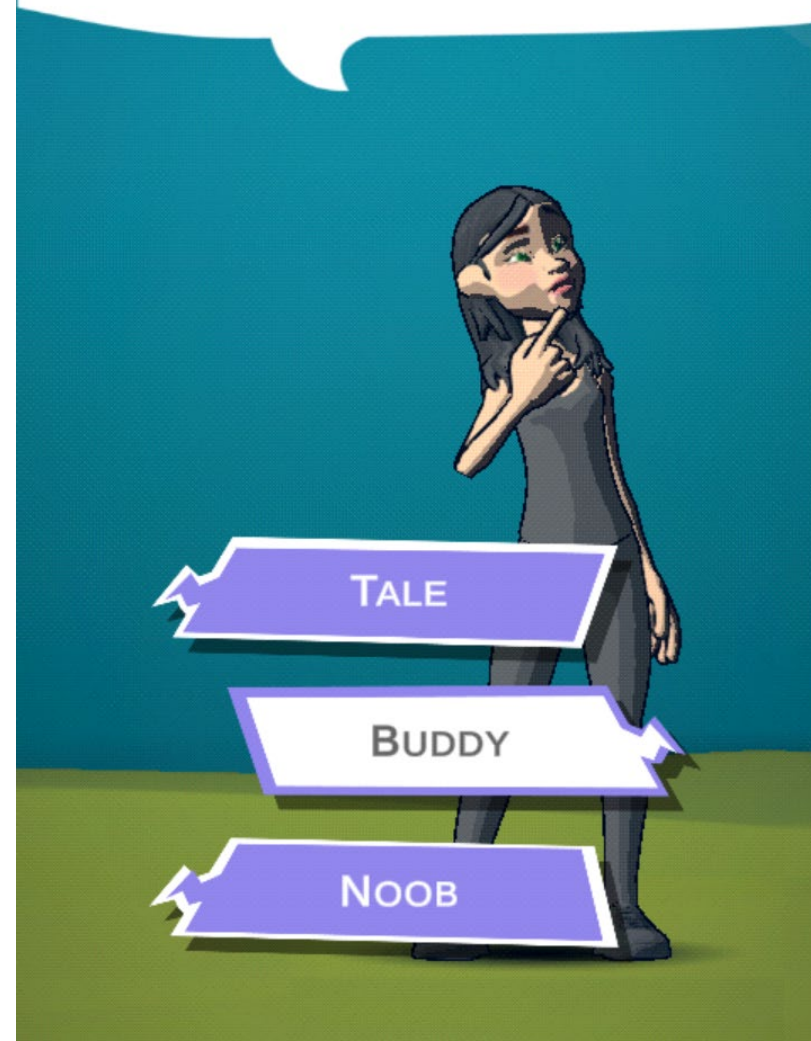
At the bottom of the image, a cartoon character is shown in a thinking pose. A speech bubble next to her contains the text:

Who's feeling DISGUST?

Jargon words

Choose the appropriate jargon word

Could you please help me out?
I'm new at the office and I feel like a total.....



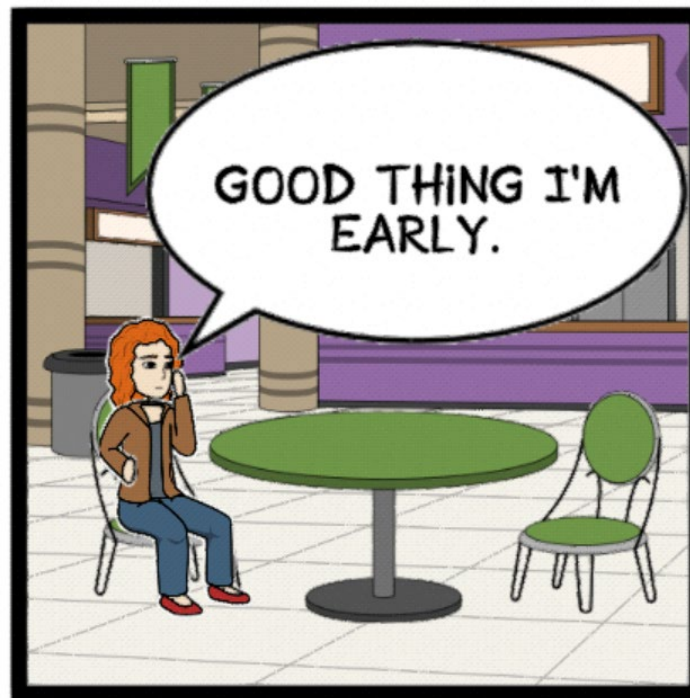
TALE

BUDDY

NOOB

Visual novel

Mute comic story where you need to choose the emotion represented

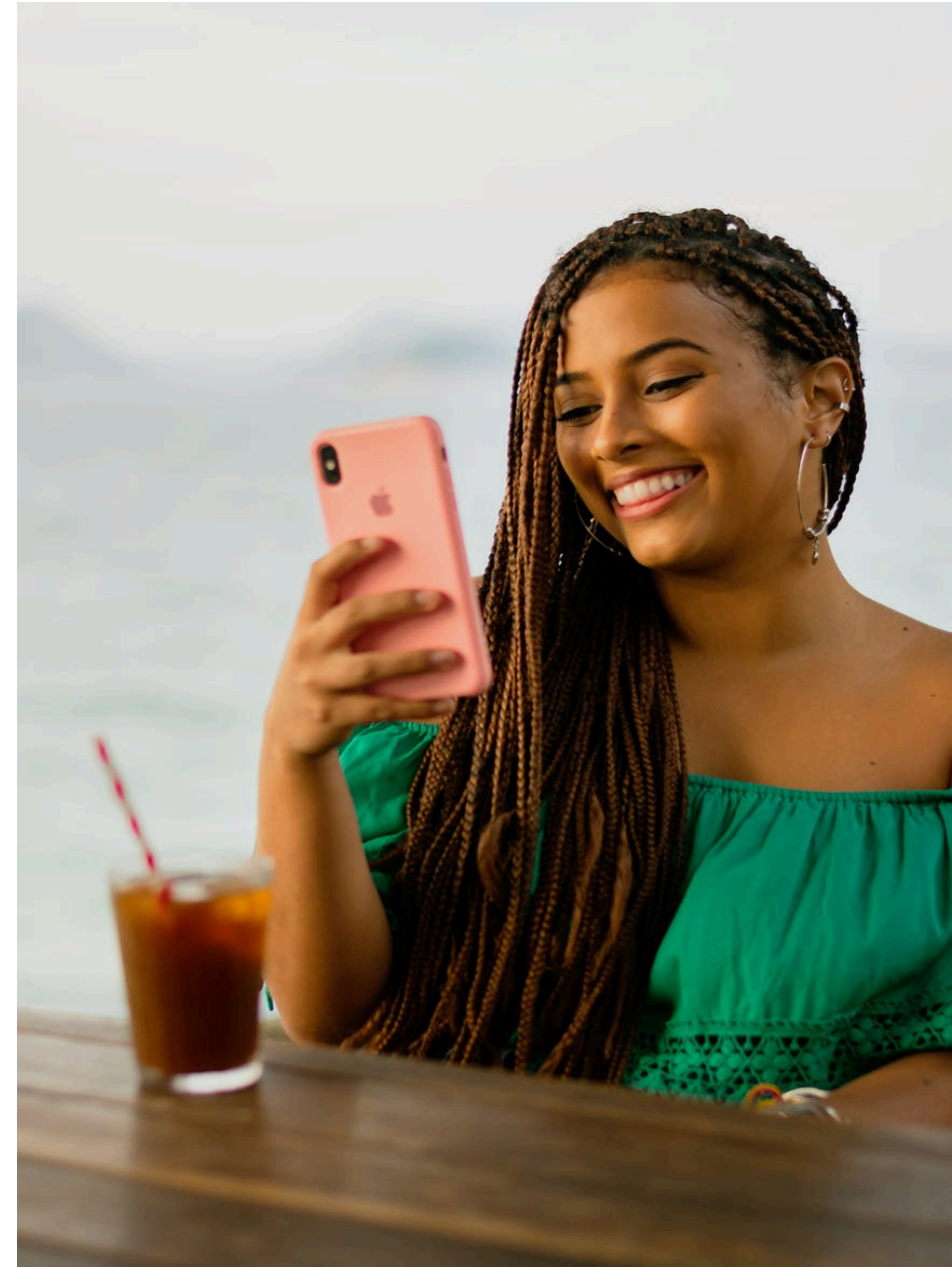


Ok then, what emotion do you think is best represented in this story?

- 1 Surprise
- 2 Loneliness
- 3 Nostalgia

Includes more activities...

and users themselves are able to contribute and to create new activities and options!



And now...



Let's try some
of the activities
developed
offline!!!