

The **QYCGuidance** project

Quality of youth career guidance and nowadays media literacy

The QYCGuidance project (N° 2014-1-BG01-KA202-001544)
is implanted with the financial support of Erasmus+ Programme
of the European Union.



Erasmus+





Aim

The main aim of the project is to modernize and improve the quality of youth career guidance via providing updated approaches, quality indicators and online tools for youth career counselors.

New tendencies in career consulting

- Self-guidance and Media Literacy;
- E-Portfolio;
- Professional and Social Networks;
- Alumni Associations;
- Internships and Business Contacts;
- Participation in Projects;
- Entrepreneurship and Start-ups.

Target group

All people engaged in providing career guidance services to the youth in numerous institutions/organizations:

- youth guidance services managers;
- youth career consultants;
- pedagogic consultants.

Partners

- Student Computer Art Society /SCAS/, Bulgaria – Coordinator
- Vocational school “General Vladimir Zaimov”, Bulgaria
- Institut für Bildungsforschung der Wirtschaft – ibw, Austria
- Viesoji istaiga JAUNIMO KARJEROS CENTRAS, Lithuania
- Ankara University Center for the Study of Human Resources and Career Counselling, Turkey
- National Student Information and Career Center /NSICC/, Bulgaria



Stages of the projects

- Development of Learning Outcomes;
- Development of Quality Indicators;
- Development of web platform and Modern media literacy self-assessment toolkit;
- Development of manual.

Learning Outcomes



Unit 1: Education and Career

[Click here to see the whole unit](#)



Unit 2: Counselling Practice

[Click here to see the whole unit](#)



Unit 3: Personality

[Click here to see the whole unit](#)



Unit 4: Basic ICT and digital media

[Click here to see the whole unit](#)



Unit 5: Self-guidance and media literacy

[Click here to see the whole unit](#)



Unit 6: Self-guidance and media literacy for disadvantaged youth

[Click here to see the whole unit](#)

Quality Indicators

Quality indicators (QI) related to self-guidance and modern media literacy and to disadvantaged youth



input



name

Provision of specialized services/ programmes to train and guide people with fewer opportunities in the field of modern media literacy with respect to self-guidance



units

Number/existence of special programmes/tools

Number of competent counsellors



evidence

Surveys on the specialized programmes/courses for media literacy for youth with fewer opportunities

Portfolio reflecting the special services provided



threshold

Knowledge of at least one programme/course for media literacy training in the region of the center.

Modern media literacy self-assessment toolkit



Unit 4: Basic ICT and digital media



ECVET Points: 22

Description: Knowledge, skills and competences in the unit are assessed with two tools – an e-game and an interactive test. The e-game “Spas - the computer mouse” consists of three scenes related to the three main aspects of the Basic ICT and digital media: hardware, software and online tools for information, communication and learning. The scenes are simulations of different typical and very basic situations one faces when working on a computer and with the Internet – knowledge of the main computer parts and their usage, switching on and off the Wireless connection, working with word-processing programmes and e-mails, etc. The player will be put in the role of a normal user and will have to solve different tasks while sitting on a simulated computer. The test is a comprehensive interactive test that covers more or less all the knowledge, skills and competences in the unit. It includes different types of questions – multiple-choice, single-choice, true and false etc.

Educational goals: The goal of the game and test is to assess some basic knowledge, skills and competence related to ICT and digital media. Before proceeding to more innovative and complex issues related to self-guidance and media literacy (in Units 5 and 6) career consultants first need to be familiar with the basics of using a computer, some software and the Internet.



[Start the test](#)

[Start the game](#)



Modern media literacy self-assessment toolkit



Unit 5: Self-guidance and media literacy



ECVET Points: 27

Description: Knowledge, skills and competences in the unit are assessed with two tools – an e-game and an interactive test. In the e-game “The media literacy lab” you will enter an interactive room where the different objects represent different tasks related to some of the knowledge, skills and competences related to self-guidance and media literacy. You will have to distinguish the rubbish in the information, build an ePortfolio, successfully use Boolean logic and go through three more similar tasks in order to complete the game. The test is a comprehensive interactive test that covers more or less all the knowledge, skills and competences in the unit. It includes different types of questions – multiple-choice, single-choice, true and false etc.

Educational goals: The goal of the game and the test is to assess knowledge, skills and competences related to self-guidance and media literacy. The game combines some aspects of searching for information, evaluating information, manipulation of information and ePortfolio and social networks, while the test covers more or less the whole unit.



[Start the test](#)

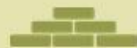
[Start the game](#)



Modern media literacy self-assessment toolkit



Unit 6: Self-guidance and media literacy for disadvantaged youth (youth at risk of early school leaving, youth facing economic obstacles and cultural differences)



ECVET Points: 14

Description: Knowledge, skills and competences in the unit are assessed with two tools – an e-game and an interactive test. The game has three kinds of objects - good, bad and neutral. Good and neutral object increase your points, the bad are decreasing them. For the good objects the player will receive two points, for neutral one point and for bad object the game will take one point. The player has to visit eight objects and also have to collect maximum sixteen points. The test is a comprehensive interactive test that covers more or less all the knowledge, skills and competences in the unit. It includes different types of questions – multiple-choice, single-choice, true and false, etc.

Educational goals: The goal of the game and the test is to assess knowledge, skills and competences related to self-guidance and media literacy for disadvantaged youth.

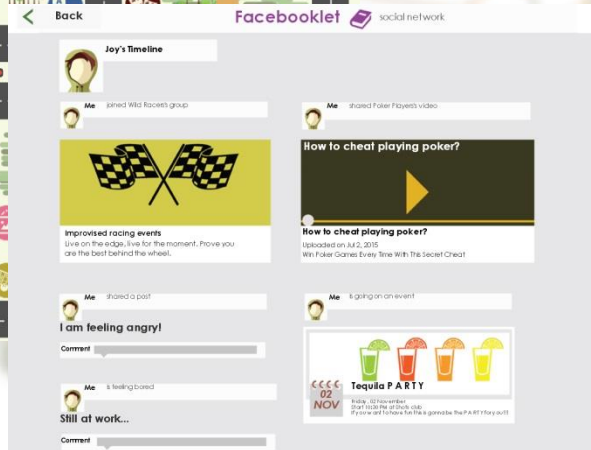
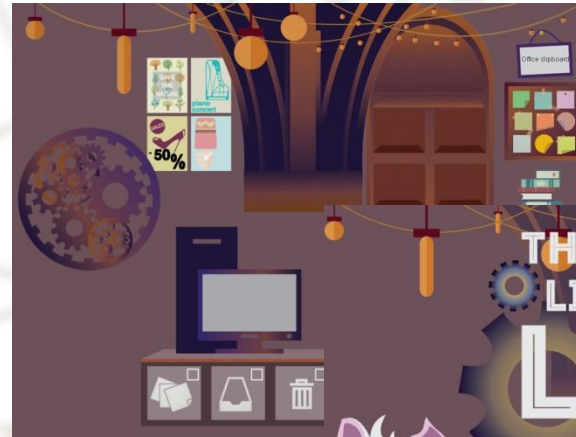


[Start the test](#)

[Start the game](#)



Modern media literacy self-assessment toolkit



Modern media literacy self-assessment toolkit

Unit 4 - Test

Which file formats are used for image storage?(choose more than one answer)

Question



- 1 file.jpg
- 2 file.mp3
- 3 file.avi
- 4 file.png
- 5 file.mp4
- 6 file.mov

Save

Question 2/24

Results

Hi John,

[Log out](#)

Username	Unit 4	Unit 5	Unit 6	Total
John	Game 8 ECVET (37)	Game 3 ECVET (10)	Game 5 ECVET (13)	52 ECVET (120)
	Test 13 ECVET (24)	Test 15 ECVET (19)	Test 8 ECVET (17)	
	Passed	Passed	Passed	

Result of unit \leq 50% - not passed

Result of unit $>$ 50% - passed

Total score \leq 50% - unsatisfactory (unsat)

Total score $>$ 50% - satisfactory (sat)

Manual

- Presents the challenges, related to the phenomena of self-guidance, that career services face.
- Useful for all the stakeholders in the career guidance process.
- Content – 5 chapters, Glossary, References.
- Printed in English, translations in the other partner languages are published in .pdf on the project web site.



A background graphic consisting of a complex network of interconnected nodes and lines. The nodes are represented by small circles in various colors including brown, yellow, teal, and grey. The lines are thin and grey, creating a dense web of connections across the entire page.

**THANK YOU FOR
YOUR ATTENTION!**

WWW.QYCGUIDANCE.ORG

Dr. Rosen Petkov, Chairman of SCAS