

Goal

The goal of this activity is to give a general introduction to CHARM-EU and provide information on the CHARM-EU *Master's in Global Challenges for Sustainability* in a gamified, therefore fun and interactive way.



Target group

- Students and staff involved in the Master's Programme

Format & type of content

The Onboarding Game is available in a Miro board and is played in frame of a synchronous online session. The game is set up as an online escape room, in which participants have to fix problems in a hybrid classroom. The game includes general information on CHARM-EU and more detailed information on the Master's programme, such as educational principles, teaching methods and the international aspects of our education. Step by step participants solve problems in the online game and learn more about CHARM-EU.



Channels & tools used

- Targeted outreach to relevant students and staff

Impact and efficiency

- Format and intensity of the activity ensures efficient uptake of information
- Number of participants
- Informal feedback from participants during the session



Necessary resources

- Human resources: preparation of contents; facilitators
- Technical & material resources: access to digital collaboration platform (Miro)



DEI aspects



- Access & participation to digital tools/channels used
- Accessible content (speech-to-text service, provision of ALT-TEXT for the visuals, breaking down acronyms etc.)
- Balanced representation of gender and other lived experiences among contributors and facilitators
- Resource: [Inclusion by Design: Key steps of creating the CHARM-EU Inclusion Conference - AHEAD](#)

