

ActionTrack – Education case study 3



- by Team Action Zone
- Multi-award-winning technology provider

Learning by
experiencing



"Learning meets Pokemon Go"

Case study 3: Involving youth – Background

- Youth department of the City of Helsinki wanted to find ways to involve youth more to its activities and thus started to use ActionTrack:
 - To prevent social exclusion.
 - To find different ways to motivate young people.
 - To activate youth to get to know and influence their neighbourhood.



Case Study 3 – How ActionTrack has been used

- Activity tracks for youth centers. Young people involved in implementing the tracks.
- Gamified surveys to collect feedback of the facilities of the neighbourhood.
- Adventure education.
- History learning games.
- Nature trails.
- City orienteering.
- Teaming days in co-operation with local schools.



Case Study 3 – Observations and results so far

- ActionTrack app is a natural part of youth activities in the City of Helsinki.
- A lot of feedback and input has been collected from young people and corrective actions have been started to make the neighbourhood a better place to live.
- Young people are more involved in the activities of the youth department. They plan and implement ActionTrack adventures together with supervisors.



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