

## **An International Student's Road to Employability**

### **Online gaming tool**

#### **Why this tool?**

While small and medium-sized enterprises are suffering from a particularly tight labour market and are eager for skilled staff, international students fail to find suitable jobs after their graduation, which regularly leads to them leaving their host country. This is clearly a missed opportunity, and it calls for action to support both sides of this gap.

This tool focuses on the complete employability journey of international students, starting with their study choice to finding a suitable job in the local labour market after successful completion of their study. The tool is a means to drive the conversation between the multiple stakeholders about this topic, and the difficulties and success factors international students experience within their employability journey.

In addition, the tool provides insight into where and when the international student needs help and offers concrete advice to increase the local employability of international students, both within the degree programmes and in the local labour market.

This tool is based on interviews with international students, which were held for the INTERLOCALITY research project in the last half of 2022.

#### **How to play the game?**

Open the link to the online game in a browser:

<https://view.genially.com/660bcb61029a1d0013ca056b>

As a player group, you can choose one international student with whom you will play (the whole group plays with the same character). Hover your mouse or cursor over the international students, located at the top right of the screen, to find out more about the characters.

To start, click the dice to roll, and move the international student from start to the corresponding box. Then click on the number in the box. A pop-up screen will open with more information and a question to be answered by the player group. Engage in a conversation with each other and share your own experiences.

After giving an answer, you can check whether the answer matches what international students themselves indicate. This is done by hovering over 'Find out what students say'.

After this first move, the dice is rolled again by clicking on it, and this approach is repeated until the end of the game. The game is over upon reaching the finish line (box 13): the moment when the international student finds a suitable job in the local labour market.

Note that the student must land on the last square! If this does not work out, you must move the international student back the number of remaining squares. Example: At the end of the turn, the international student lands on square 11. On the next turn, 3 is rolled. The international student is then moved to square 12 (from square 11 to 12, to 13 and back to 12 again).

## **Colophon**

This tool was developed by Luc Hameleers and Dr. Loes van Beuningen, researchers of the Dynamic Talent Interventions Lectorate at Fontys University of Applied Sciences in Eindhoven, the Netherlands, based on data from the INTERLOCALITY research project. The tool was created with the help of Prof. Dr. Marian Thunnissen and Sander Wijnen.

You may use the tool in its original form for non-commercial purposes, provided you cite appropriately.

Please feel free to contact us with any questions or suggestions at [interlocality@fontys.nl](mailto:interlocality@fontys.nl).

