

Partners of the project

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	SKAKISTIKOS OMILOS PANORAMATOS Greece
	SADALA WELFARE SOCIETY Estonia
	BIEDRIBA PRO FUTURO Latvia
	KAUNAS REGIONAL INNOVATION CENTER Lithuania
	ASSOCIATION KULT-ART Romania
	ASSOCIAÇÃO CHECK-IN Portugal
	ASSOCIATION M3 M-CUBE France
	NECMETTIN ERBAKAN UNIVERSITY Turkey
	THE DISCOVERY OF TALENTS UK
	INEUROPE, O. S. Czech Republic

If interested in contributing to the E-Game project, please contact the European project coordinator:

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Electronic animated Game for European Integration and Intergenerational Dialogue E-Game

Grundtvig Partnership Project
LIFELONG LEARNING PROGRAMME

Further information can be found at :
<http://www.projectegame.eu/>

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About Project

The E-Game project will develop an animated electronic game on European integration in which all the partners involve both adults and young people to have them work as a group without distance & to create a synergy to favor and develop an **intergenerational dialogue**, consistent with the European Year 2012.

The target group is composed of by elderly & young people.

All the participants in our project and game have the opportunity to discover European values and cultures.



Results

The partners of the project will:

- improve their skills of intercultural dialogue, facilitating the acquisition of the values of tolerance and mutual respect;
- develop awareness of common European values and cultural, religious, linguistic & gender diversity;
- define competences and skills in professional areas;
- strengthen the concept of European citizenship and integration;
- Learn the use of new and innovative technologies that can help young people to find new possibility of work.



Activities

The partnership will work on the project in a similar way, permitting all partners to be involved in all activities in every project's step. The specific tasks were distributed among the participating organizations according to their characteristics and competences such as internet access, expertise in projects, management skills, communication skills, specific skills, teamwork, experience in adult education & in the ICT field, etc. The project will:

- develop a promotional campaign of the values created by EU;
- create a new tangible and innovative product that can express and sustain the great importance of such a campaign;
- encourage and enable elderly and young people to participate in a building peaceful society based on diversity and inclusion;
- promote dialogue, respect, tolerance and mutual understanding;
- fight racism, anti-Semitism, xenophobia, and intolerance;
- disseminate important concepts and values of active youth citizenship.

