

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 and 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.

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

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E-GAME

**Electronic animated Game** 

for European Integration and

Intergenerational Dialogue

Grundtvig Partnership Project

Lifelong Learning Programme

Visit us at: www.projectegame.eu

Further information can be found at: www.projectegame.eu

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## **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, team work, experience in adult education & in the ICT field, etc.

## This project will:

- develope a promotional campaign of the values created by EU;
- create a new tangible and innovative product that can express and substain the great importance of such a campaign;
- encourage and enable elderly and young people to participate in building a 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.

## 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.

## Partners of the project



KRIC

EURO - NET, Italy

SKAKISTIKOS OMILOS PANORAMATOS, Greece

SADALA WELFARE SOCIETY, Estonia

BIEDRIBA PRO FUTURO, Latvia

KAUNAS REGIONAL INNOVATION CENTER, Lithuania









THE DISCOVERY OF TALENTS, UK

ASSOCIATION KULT-ART, Romania

ASSOCIAÇÃO CHECK-IN, Portugal

ASSOCIATION M3 M-CUBE, France

NECMETTIN ERBAKAN UNIVERSITY, Turkey

INEUROPE, O. S., Rep. of Czech