



1<sup>st</sup> Meeting in Potenza. The first day dedicated to debates.



The Media were interested in our project



## GRUNDTVIG PARTNERSHIP PROJECT:

"Electronic animated Game for European Integration and Intergenerational Dialogue, E - game"

The project, cofinanced by the *Lifelong Learning Programme*, has the aim to help to growing up and bettering the trust of European different generations, giving them the possibility to develop common products working together and favourizing the intergenerational dialogue.

This project, between August 2012 and July 2014, will develop a promotional campaign of the values promoted by European Union, creating a new, tangible and innovative product that can express and sustain the great importance of such a campaign.

The objectives of the project are to promote:

- ✚ Non-formal education;
- ✚ Human rights education;
- ✚ Intercultural dialogue;
- ✚ Democratic citizenship;
- ✚ Active participation;
- ✚ Social cohesion and inclusion;
- ✚ The dissemination of important EU concepts and values (fighting racism, anti-Semitism, xenophobia, and intolerance).

The project will be developed by different groups of elderly and young people that will work together in net with the supervision of experienced leaders

The aim of the project is the creation of a playful-didactic activity not only useful for the project participants but also available for all the others: in this perspective, it is planned the game should be available for all thanks to the possibility to download it from a website that will be widely disseminated. The objective of the game should be, of course, to arrive as first at final square: each player will throw dice in order to step into the EU history and its values, cultures, activities and opportunities.

## Partner Profile

**Euro-net (Project Coordinator)** is selected centre of the following Networks of the European Commission: Europe Direct and Eurodesk.

**The Discovery of Talents** is not for profit NGO that works with refugees community to secure their fuller participation in civil society.

**Kult-Art** is a legally registered association and its founder members implemented many actions for environmental protection and education for local communities and disadvantaged groups .

**N.E. University Ahmet Kelesoglu Education Faculty** is an university faculty that was founded with the name Selcuk Education Institute. Then in 2010 was given the current name.

**Check-IN-Cooperation and Development Association** is a non-profit organization that works in close cooperation with public and private entities, actively participating in everyday quality improvement activities.

**Skakistikos Omielos Panoramatos Youthorama** was founded in 2003 and has already more than a 100 members. It is based on New Cultural Centre of Municipality Pilea Hortiatis.

**Sadala Welfare Society** is founded in 2000 and deals with people in risk of social and economic exclusion (mostly elderly people, but also unemployed).

**Kaunas Regional Innovation Center** is a Lithuanian Public non-profit organization that was established in 2003 and aims to activate technology transfer and business processes in the region.

**InEurope.o.s.** has the main aim to support and to activate in local community people and public in general (children, youth, adults, seniors) and also to organize activities for them.

**M3 – M Cube** organisation is a laboratory for conceptualizing new ideas for the implementation of technological advances in the social field.

**Biedriba Pro Futuro** is an NGO that is involved in youth and adult work and non-formal education in Latvia since 2001.



	EURO-NET Italy
	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

## PARTNERSHIP MEETING IN POTENZA



The first project meeting took place in Potenza from the 22<sup>nd</sup> till the 25<sup>th</sup> of November 2012 in the Euro-net offices. The first day of the encounter was dedicated, of course to the participants' arrival. The second day, the Italian project coordinator (Euro-net) welcomed the participants in Potenza and made a short presentation of its own organisation, that was followed by the presentations of each project partner. Then the coordinator presented the project objectives and the tasks assigned to all partners. After the lunch in a restaurant located in the center of the town, the French partner presented the various social network accounts activated for the E-game project. Later on the participants have chosen the project logo among 5 different proposals developed by the Estonian partner. The second day of activity was closed with the presentation by the Lithuanian partner of the first draft of the web site. The last part of the day was at last dedicated to a brief visit of Potenza. The third day started with the presentation by the Euro-net staff of an example of the electronic game, followed by a press conference that took place in the municipality building. The last decision taken was the redefinition of the activity plan. Then the first meeting was closed and, after the lunch, all the participants started to organize their departure from Potenza. During all the meeting, the Latvian partner has recorded useful images for realizing the video of the encounter.

## Decisions taken in second meeting in Birmingham

During the second meeting at Birmingham, in March 2013, was established the implementation of the following actions:

1. Create and support our multilingual website [www.projectegame.eu](http://www.projectegame.eu)
2. Disseminate our results using the power of social media  
**Facebook:**  
<http://www.facebook.com/egame.egame?fref=ts>  
**Twitter:**  
<https://twitter.com/ProjetEgame>  
**LinkedIn:**  
[http://www.linkedin.com/profile/view?id=211727910&locale=fr\\_FR&trk=tyah](http://www.linkedin.com/profile/view?id=211727910&locale=fr_FR&trk=tyah)
3. Design poster, gadgets, t-shirts, videos
4. Develop the main tool of the current project, an animated game in all participants' languages.
5. Dissemination and Exploitation of Results in Local and National Level (DEOR Strategy)

At the next future meeting in July 2013 that will take place in Portugal, we will focus on the software of the game, starting also with the translation of the questions in all participants' language.

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## Dissemination activities

We set a time schedule for all partners for releasing the initiative and topic news until the end of the project, as well as the current newsletter.

In 2012, a dissemination event took place at Thessaloniki where the Greek partner (Skakistikos Omilos Panoramatos) was nominated by the Hellenic Foundation of Youth and Life Long Learning to host the official event celebrating 2012 European Year of Active Ageing and Intergenerational Solidarity. The participants of the first meeting at Potenza for this reason prepared a multimedia presentation on the project and the work program for the public to be hosted for this event.



Furthermore, N.E University Ahmet Kelesoglu Education Faculty organized a meeting at the end of May 2013, about the E-game project for the university academic staff and students. Some members of the Turkish partner organism hang on posters of the project in selected places of the Institution. It is possible to find more information on the following web site: <http://konya.edu.tr/fakulteler/ahmetkelesogluvegitimfakultesi/haber/456>



Finally, dissemination actions took place also in France where the M3 M-cube association organized in spring 2012 two events regarding video games.

The first one's topic was about "How to preserve one's memory by using computer games": a conference for seniors, organized by the town of Cergy-Pontoise (a suburb of Paris) and the PRIF and the MSA, in which various android tablets were used.



<http://www.e-seniors.asso.fr/confCergy2013.pdf>

The second action took place at the town hall of the fourth district: an intergenerational competition around computer games and informatics' quiz with some drawings and some video animation. Young and old people, playing together, lived a nice moment for fun and sharing.