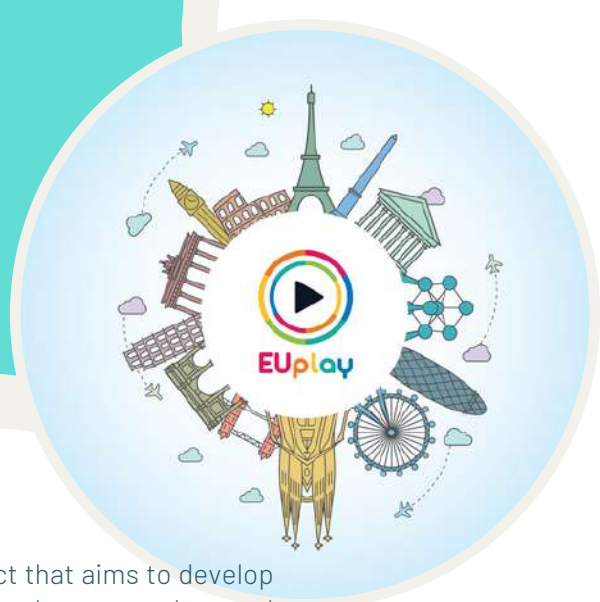


# EUPlay

Discovering the EU by PLAYing

## NEWSLETTER 3 October 2023



### The project

EUplay, "Discovering the EU by PLAYing", is a two-year, EU-funded project that aims to develop novel digital tools by which educators can attract, reach out and assist students to understand the European Union context, the EU values, and, thereafter, foster their cultural identity and cultural awareness. Six partners make up the EUplay consortium: Szkola Podstawowa, Proszowicach, Poland; E-School Educational Group, Karditsa, Greece; Formative Footprint, Valladolid, Spain; Eurospeak Limited, Dublin, Ireland; Damasistem, Ankara, Turkey; and, STANDO LTD, Nicosia, Cyprus.

### Project Result 3: EUPlay Treasure Hunt Digital Game

The EUPlay Treasure Hunt Digital Game is now ready to engage and educate students in a remarkable way, representing a journey of creation, piloting, and refinement, shaped by invaluable feedback. The game's mission is to let students explore Europe's rich cultural heritage, fostering a sense of belonging to our shared European space. As they embark on this thrilling adventure, students will uncover the incredible diversity of EU citizens and develop a deeper understanding of cultural diversity. To succeed, they'll need to decipher riddles, map Europe's vast landscape, unearth the origins of intriguing stories, identify historical archaeological sites, and discover traditional items unique to each EU country. It's a transformative learning experience and its core elements, including engaging text, captivating graphics, and immersive music, have been meticulously crafted to make players active participants in the adventure. Extensive testing and valuable partner feedback ensure its quality. Pilot sessions, conducted with the help of Polish and English language schools in partner countries have further refined the game. Feedback from both teachers and students has been collected through questionnaires, allowing for necessary improvements.

### Project Result 4: EUPlay E-Learning Platform

The 4th result of the project serves as the culmination of the project's efforts, gathering all the created project results. This platform features a user-friendly interface designed to facilitate the navigation of end-users, making their engagement with the material more accessible. The EUPLAY platform is designed to address the evolving needs of students seeking to enhance their knowledge and skills in EU-related topics, leveraging the benefits of remote learning while representing the project's holistic approach to modern education, combining innovative tools, inclusivity, and adaptability to empower students and educators to navigate the evolving educational landscape.

### TPM in Valladolid, Spain

During our recent TPM in the beautiful city of Valladolid, Spain, we engaged in constructive discussions that propelled our project forward. One of the key topics on the agenda was the challenges encountered during the development of the Treasure Hunt Digital Game. It was an insightful session as we collectively tried out the game, provided valuable feedback, and discussed improvements. Additionally, we organized our next steps, particularly regarding the upcoming multiplier events in each partner country. Our meeting in Valladolid was a testament to the collaborative spirit of our project, and we're excited to continue our journey toward promoting inclusive and culturally aware education throughout Europe.

### Aim

During the project, educators will enhance their understanding of the importance of preparing students for a world where digital systems are prevalent across all industries. It is hoped that these digital tools will provide an engaging platform for young Europeans to learn more about the EU at a time of change and increasing tension across Europe.

### Project Results

You can also visit our [website](https://euplay.eu/), for more news on the development of the project!

<https://euplay.eu/>

### Updates

For updates on the project, following us on Facebook!

<https://www.facebook.com/euplayproject>



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