










PARTNERS

 	<p>University of Third Age Wrocław Poland http://utw.wroclaw.pl</p>
 <small>Demokrasiyi Seven Genç Eğiłmeci Demokrasiyi Association of Young Educators Living Democracy</small>	<p>Association for Young Democrats loving Democracy, Turkey www.egeder.com</p>
	<p>Nazilli Public Training Centre and Evening Craft School Turkey www.nazillihem.meb.k12.tr</p>
	<p>Hackl & Kienel-Mayer OG Austria www.dcoach.at</p>
	<p>M3Cube Association France www.e-seniors.asso.fr/m3cube</p>
	<p>University of Almeria Spain www.ual.es</p>

PROJECT CONTACTS

WEBSITE

<http://nowadays.home.pl/games>

PROJECT COORDINATOR

ALEKSANDER KOBYLAREK
 Head of University of the Third Age
 Wrocław, Poland
aleksander.kobylarek@gmail.com

NATIONAL CONTACT

MONIQUE EPSTEIN
 Head of the Association M3Cube
epstein@free.fr



* Facing crisis: games, simulations and popular ICT in language teaching.

GAMES is implemented under the Leonardo da Vinci Learning Partnership from September 2013 to June 2015. This partnership project directly involves 6 European organisations from 5 countries: Poland, Turkey, France, Austria and Spain.



WHY GAMES?

The use of a foreign language is a key competence that is necessary for the labour market in a knowledge-based society, as well as for personal development and active citizenship in society.

At the same time, training institutions feel the need to broaden awareness of lecturing on new teaching methods and adapt to the changing needs of learners and their motivation. The core of the problem recognized by the partners before combining their efforts for the project is that language teachers are facing universal problems such as lack of materials or limited use of methods.

As a result, **GAMES** attempts to contribute in creating **more attractive language lessons by purposing inexpensive and accessible supporting methods and devices for learning.**



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WHAT IS GAMES ABOUT?

The aim of the project is to define and compare the most useful supportive techniques for language learning, used in work with adults. The first step is an attempt to find games and simulations that can be either virtual or real and that could be useful in language teaching. Then, the project partners arrange experiments, such as workshops, and examine the effectiveness of games and simulations in different organisational cultures. The final product, a compilation of results, will be published on the project website.

WHAT IS THE GOAL OF THE PROJECT?

GAMES targets the elaboration of inexpensive and easily accessible tools for language teachers in order to make topics more attractive for adult learners.

The partnership also strives to develop a platform which gives examples of good practice and further builds bridges between European lifelong learning training institutions and other providers of education.

