



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



The Media were interested in our project



## GRUNDTVIG EUROPEAN PARTNERSHIP

**PROJECT: ” Electronic animated Game for European Integration and Intergenerational Dialogue, E - game”**

The project is part of the *Lifelong Learning Programme*, and the project reason is 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 runs between August 2012 and July 2014 and will develop a promotional campaign of the values created by European Union and create a new tangible, 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 young people that will work 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 the game is planned to be available for all permitting to download it from a website which will be widely disseminated. The meaning 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 European 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 legally registered and the founder members implemented many actions for environmental protection and education for local communities and disadvantaged groups .

**N.E. University Ahmet Kelesoglu Education Faculty** was founded with the name Selcuk Education Institute, in 2010 was given the current name.

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

**Skakistikos Omilos Panoramatos Youthorama** was founded in 2003, 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 with unemployed.

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

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

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



	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 22 to 25 November 2012 in the Euro-net office. The first day was the participants' arrival day. The second day the co-ordinator (Italian partner) of the project welcomed the participants in Potenza and after a short presentation of its organization (Euro-Net) all the participants did the same. Then the co-ordinator presented the objectives and the tasks of each partner into the project. After the lunch in the centre of the town the French partner presented the social networks account connected with the E-game and later on the participants chose the project logo among 5 different proposals presented by the Estonian partner. The second day programme closed with the Lithuanian partner presenting the first draft of the website. Later at night there was free time in Potenza city centre and dinner. The third day started with the Euro-Net staff presenting an example of the E-game and after that the press conference took place in the municipality building. The last thing to do was the redefinition of the activity plan. The first meeting had come to an end and after the lunch all the participants started departing Potenza. During all the meeting, the Latvian partner was charged of realizing the video of the meeting.



We, the representatives of our eleven partners, during the second meeting at Birmingham, March 2013, commit ourselves for the implementation of the following actions:

Create and support our multilingual website  
[www.projectegame.eu](http://www.projectegame.eu)

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)

**Design poster, gadgets, t-shirts, videos**

**Develop the main tool of the current project, an animated game in all participants' languages.**

**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.

facebook

LinkedIn

twitter

# 1<sup>st</sup> Newsletter

31.05.2013

We set a time schedule for all 11 partners for releasing project and topic news until the end of the project, as well as the current newsletter.

In 2012, a dissemination event took place at Thessaloniki. Skakistikos Omilos Panoramatos 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 prepared a multimedia presentation for the audience to present the project work and the Program itself.



Furthermore, N.E University Ahmet Kelesoglu Education Faculty organized a meeting at the end of May 2013, about our project to the university academic staff and students. Members of the partner hang on posters of the projects at selected places of the Institution. You could find more data at

<http://konya.edu.tr/fakulteler/ahmetkelesoglugitimfakultesi/haber/456>



Finally, dissemination actions took place in France organized this spring by M3 M-cube association in two events regarding video games.

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



Préserver sa mémoire  
par le biais des nouvelles  
technologies

- ❖ Les nouveaux outils
- ❖ Comment y accéder ?
- ❖ Cas pratiques

**Jeu**di 18 avril 2013 de 14H00 à 16H30

Salle du Conseil Municipal de l'Hôtel de ville - Cergy

Animée par l'association E-Seniors

<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 computer quiz with some drawings and video animation. Young and old, playing together, a nice moment for fun and sharing.



e-game