



## MEETING PROGRAMME

## E-Game

3<sup>nd</sup> Project Meeting in Beja – Portugal 4<sup>st</sup> - 7<sup>th</sup> July 2013 PROGRAMME OF THE 3<sup>nd</sup> PROJECT MEETING

Date / Time	Programme	Where	Remarks	
Thursday 4.07.2013				
Whole day	Participants arrival in Beja	Hotel Francis	Travel and accommodation - Our staff member stay in hotel	
20:45	Dinner	Restaurant	5 minutes to walk by Hotel	
22:30	Welcome NIght	Hotel	30 Minutes	
Friday 5.07.2013				
7:00	Breakfast at Hotel	Hotel Fancis		
09:00	Leave hotel, go to meeting place	Walking 20minuts	Our staff member meet you at hotel	
09:30	Welcome by Beja Municipality	Beja Municipality	We need to have a final confirmation Press Conference	
10:30	Coffee break	Bar near the office		
11:00	E-Game software		Presentation of the software of the game from the Italian coordinator staff (demo on how it works)  Discussion and suggestions	
11:30	Welcome to E-Game		Portugal Partner - Presentation the programme and expectation - During all the meeting <u>Latvian Partner</u> will realise the video of the meeting	
12:00	Presentation of web site from Lithuanian partner	IPDJ Office	Lithuanian present the web site content & graphic of the official web site. How to use it Please prepare some PPT presentation on with all step described.  Discussion and suggestions	
12:30	Presentation of poster from - Portuguese partner		content & graphic of posters (different graphic examples to choose the best one) Discussion and suggestions	
12:45	Presentation of newsletter from - Greek partner		content & graphic of the first newsletters (different graphic examples to choose the best one).  Discussion and suggestions	
13:00	Lunch	Alentejo Restaurant	Walking together to the restaurant	
15:00	Presentation of games' rules from - French Partner		Please present the games' rules. Discussion and suggestions	
15:30	Select the questions for the Game – Portuguese Partner	IPDJ Office	Game questionnaires received. We have to decide which questions should be used and which not (and if it is necessary to prepare other new questions to substitute the deleted ones). Division in various groups for working on this. – All Partners	





16:30	Coffee break	Bar near the office	Free time		
17:00	Each group present its decision about the questions	IPDJ Office	Group decision on questions		
17:45	Evaluation of the day		Informal evaluation		
18:00	End of programme		Free time		
18:30	City visit	Beja city	Free Beja sightseeing tour		
10.30	Free time	centre	organised by the Portuguese partner		
20:00	Dinner	Alentejo Restaurant	Walking together to the restaurant (15 minutes)		
22:00	Intercultural Night	Hotel	Present your country (10 minutes)		
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Saturda	y 06.07.2013				
7:00	Breakfast at Hotel	Hotel			
09:30	Leave hotel, go to meeting place	110101			
09:45	Preparation of the next meeting	IPDJ Office	<ul> <li>Update plans for further steps till 4<sup>th</sup> meeting (see below).</li> <li>Translation of the chosen questions and answers in each national language</li> <li>Translation of the website in each national language</li> <li>Continuation of work on the software of the electronic game</li> <li>Development of the second project newsletter in English</li> <li>Translation of the software in each national language</li> <li>Translation of the second newsletter in each national language</li> <li>Update of the electronic game in each national language</li> <li>Upload of the game on the web site</li> </ul>		
11:00	Coffee break	Bar near the office	Free time		
11:30	Final Preparation of the next meeting	IPDJ Office	Update plans for further steps. The coordinator, if possible, kindly ask to organise the 4 <sup>th</sup> E-Game meeting in Prague in the following period 2-6 January 2014 (including travel days) with 3 and 4 working days + 5 sightseeing tour of Prague		
12:00	Evaluation		Questionnary		
13:00	Lunch	Alentejo Restaurant	Walking together to the restaurant (5 minutes)		
14:00	Free time	Around Beja	Check-IN will suggest some possible local visits around Beja for who is interested in them		
Sunday <b>24.03.2012</b>					
	Departure of participants				
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