

Newsletter



GENTLY is an innovative and emission minimization-based project that strives for European Union (EU) targets achievement as it is aligned with youth awareness for environmental emissions, energy efficiency actions, and promotion of EU targets and measures for emission minimization through empowering young people. The main objective of the current project is to offer added value, reclaim international cooperation, and the available digital means for informing and educating the youth in a non-formal playful, and joyful way. The main scope of the project is to create an innovative package of games that will include both board and online games of two levels (easy and professional) to include a wide variety of youth.

Therefore, having as target group youth workers and young people, the following objectives are proposed:

- To conduct research analysis investigating the climate change facts and actions scoping in eliminating climate change activities
- To design, test, and publish an innovative training package for youth workers and young people that will guide and support them to provide quality training on target groups (youths) on climate change issues.
- To deliver training courses to train youth workers, in learning processes related to climate change issues, through games
- To involve companies in professional game indicating actions for environmental protection align with dissemination elimination and minorities' support



Kickoff Lindau

From 4 to 7 May 2022 the first meeting of the European project GENTLY "GAMES FOR ENERGY EFFICIENCY YOUTH LITERACY" Ka220YOU, Co-funded by the Erasmus+ programme was hosted in LINDAU, Germany.

During the 2 days the partners of the GENTLY project, present their organizations, discuss the work to be done, task sharing, project results, next meetings and activities.

Partners have the opportunity to define all the results of the project and the next step to be done till the next meeting.

The participants discover the surroundings of Lindau, culture and cuisine.



GENTLY Results

PR1. Educational toolbox for energy efficiency
Design and development of the content of the educational toolkit to understand and promote the importance of energy efficiency, including Library and knowledge database with Energy Efficiency practices and methods.

PR2. Development of an energy awareness platform
An online platform that will integrate the following actions in a single modern graphical environment:

- 1) Gamified Application with the use of modern gamification techniques the users of the platform will be invited to participate in a "game" that will offer fun and knowledge.
- 2) Information portal with all the new information on RES and the reduction of energy consumption by users at the cross-border level.

PR3. Development of an educational board game
Development of an educational board game with print and play capability, so that it is immediately available for download from the internet by any interested user. The board game will include modern design and development techniques, mechanisms, etc. Overall, the board game will take advantage of recent developments in energy efficiency internationally and nationally.

