

# Newsletter

Num 2.



# GENTLY

Games for Energy Efficiency Youth Literacy

TPM Spain

From 18-21 January 2023 the second meeting of the European project GENTLY "GAMES FOR ENERGY EFFICIENCY YOUTH LITERACY" Ka220YOU, Co-funded by the Erasmus+ programme was hosted in Elche, Spain yb ACD LA HOYA.

During the 2 days the partners of the GENTLY project, present the work done related to their task in the PR1-PR2-PR3-PR4, discuss the work to be done in the next weeks, task sharing, project results, next meetings and activities.

Partners have the opportunity to discover the surroundings of Elche, culture and cuisine.



Erasmus+

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# Results

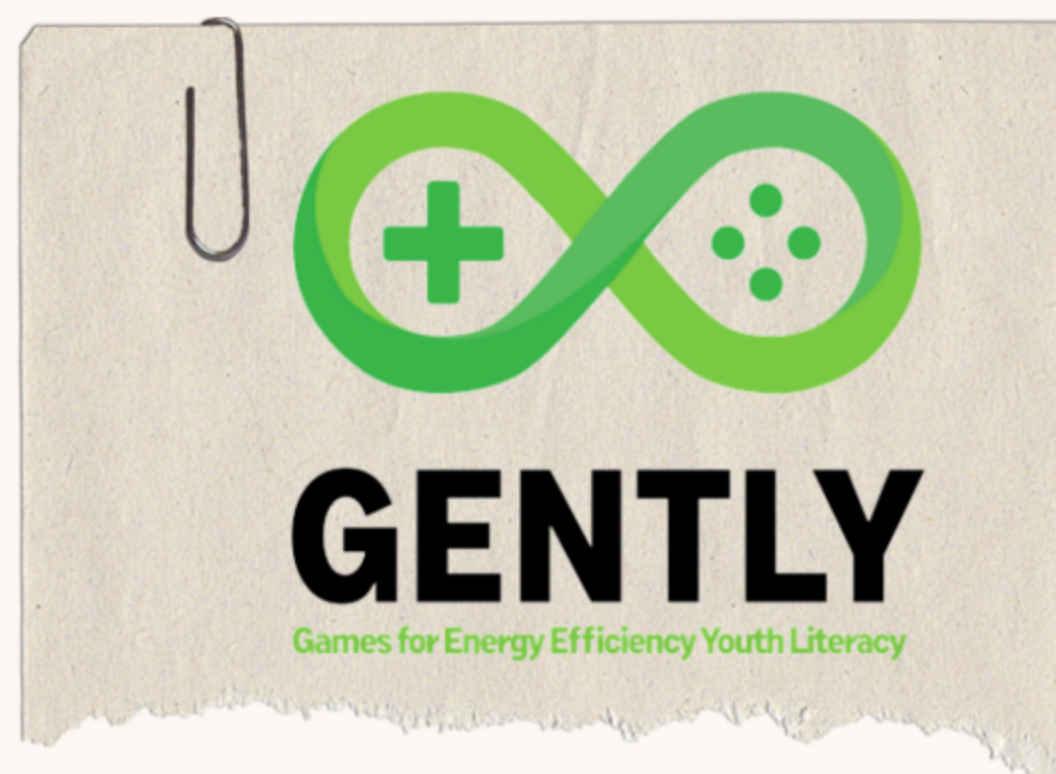
## PR1. Educational toolbox for energy efficiency

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.



## PR4. Game characterized

as professional will be the milestone linking education of youth workers with their employers as the latest ones will have the opportunity to participate through interactive activities in real-life settings. This game guide will solve the problem about the education of youth workers as it will offer to the employers the motive to promote non-formal education to the young workers.

