

Newsletter

Num 3.



GENTLY

Games for Energy Efficiency Youth Literacy

TC Greece, Thessaloniki

From 8th – 12th of May 2023, was hosted in Thessaloniki, Greece by Fifty-Fifty the training course, Co-funded by the Erasmus+ programme

During the training the participants had the opportunity to give their personal views on the environment. Also what kind of interventions, aids and problems to highlight in their countries, related to the environment, and what ideas and aids they had as individuals to help with the cause and improve the situation on a local level.



Erasmus+

THIS PROJECT HAS BEEN FUNDED WITH SUPPORT FROM THE EUROPEAN COMMISSION UNDER THE ERASMUS+ PROGRAMME. THIS PUBLICATION REFLECTS THE VIEWS ONLY OF THE AUTHOR, AND THE COMMISSION CANNOT BE HELD RESPONSIBLE FOR ANY USE WHICH MAY BE MADE OF THE INFORMATION CONTAINED THEREIN. [PROJECT NUMBER: 2021-3-DE04-KA220-YOU-000029143]

They learned about different educational and playful concepts that can be implemented such as the concept of "gamification" which is a learning technique that transfers the mechanics of games to the educational-professional field in order to achieve better results, either to better absorb some knowledge, improve some skills, or to reward specific actions, among many other objectives.

They had time to test the prototypes of games created by the partners, learnt the principles on which the game is based as well as the situation and management of each country.

A test of the physical game and a test of the online game were carried out, where constructive criticism was made and possible improvements for the game were pointed out, correction of some questions that were flawed, and different ways of playing online such as playing in pairs, creating a private game room or playing with different online players from other countries.

