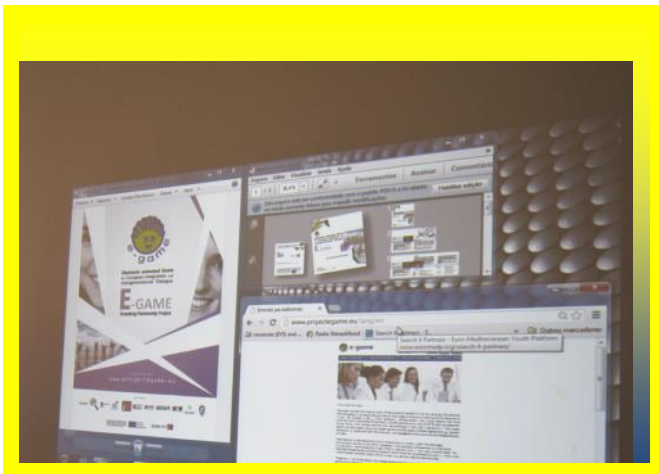




3<sup>rd</sup> Meeting at Beja, Portugal



Debating about our new project poster



## GRUNDTVIG 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 not for profit association that is selected centre of many European Networks of the European Commission (Europe Direct, Solvit, Euroguidance, Eurodesk and EBN).

**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 BEJA, PORTUGAL

### Minutes of our third meeting

*The third meeting took place at Beja, Portugal 4-7/7/2013 and was also successful as the previous ones at Italy and U.K.*

*We presented the videos of our previous meetings and an overall presentation of our project.*

*There was a creative debate regarding the software of the game.*

*There was a common agreement about the graphic and content of our multilingual website.*

*We set deadlines for finalizing the poster and translating all questions respecting the common agreed game's rules.*

*We need to organize also our evaluation tools.*

*An important meeting was held for promoting our project to local community, when the Mayor of Beja was with us.*

*An Intercultural meeting was also essential as part of our "Melting the Iceberg" process.*



We, the representatives of our eleven partners, during the third meeting at Beja, July 2013, commit ourselves for the implementation of the following actions:

- 1) Support our multilingual internet pages.

**Website:**

[www.projectegame.eu](http://www.projectegame.eu)

- 2) 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)

- 3) Design gadgets, t-shirts, videos and promote poster through topic/ Project events.
- 4) Translate all questions in all participants' languages.
- 5) Develop the main tool of the current project, an animated game in all participants' languages.
- 6) Dissemination and Exploitation of Results in Local and National Level (DEOR Strategy)

At the next future meeting in January 2014 that will take place at Prague, we will focus on the software of the game.

# 2<sup>nd</sup> Newsletter

27.10.2013

We set a time schedule for all 11 partners, releasing project and topic news until the end of the project, as well as the current newsletter. You could upload all events at <http://www.projectegame.eu/en/News%20and%20events%20/> and for our results such as videos/ previous newsletter and minutes of previous meetings at <http://www.projectegame.eu/en/Results/>. We created also a poster, as below, to promote our project.



By October 2013, dissemination events took place at several collaborating countries.

At Thessaloniki of Greece, Skakistikos Omilos Panoramatos participated at Municipality Youth festival of Pilea Hortiatis at Panorama, and informed all participants for our project.



e-game