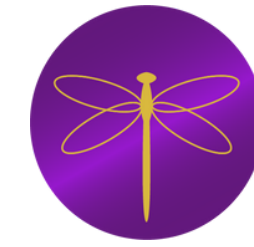




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WISEFOUR

Kick-off Meeting

Result 2 Presentation

10-11 November 2022 | Murcia, Spain

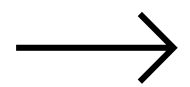
Disclaimer

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The project has received funding from the European Union's Erasmus+ Program under Grant Agreement: 2021-1-ES01-KA220-SCH-000024522



02

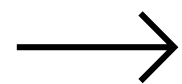


R2 Description

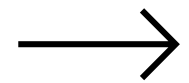
Interactive educational game for elementary school children

- The deliverable concerns the development of digital educational games (one for each partner country) **based on the principles of game-based learning.**
- The envisaged digital educational games aim to improve students' literacy skills in parallel to the support and development of their emerging cultural and digital literacy, **by utilising the cultural identity of each partner's country with the use of online applications.**

03

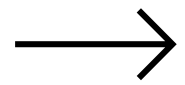


04



**The produced games will
be a **basic educational tool**
for educators and students
of all education levels.**

05



Duration

Start Date: 01-05-2022

End Date: 31-12-2023

Participating Organizations

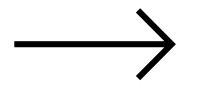
- Fundacion Universidad Empresa de la Region de Murcia
- Gestión Estratégica e Innovación
- University of Peloponnese
- CulturePolis
- Cruz de Piedra Scl
- Istituto Comprensivo "Melanzio-Parini"
- Consorzio Materahub Industrie Culturali e Creative

The interactive educational game will be available in the following languages:

English , Greek , Spanish , Italian



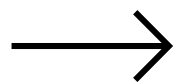
07





Which is the main educational purpose of R2?

08



To facilitate students to **get in touch with the history and culture of their city** by utilising modern technology, and also appreciate technology **as a means that allows us to approach a variety of other fields.**

09



The use of modern media will undoubtedly **stimulate students interest and allow them to carry out cultural activities with an educational character as well as activate and maintain their attentiveness.**

What will R2 offer to students?

- Students will have the opportunity to acknowledge the usefulness of new technologies in everyday life as useful tools, **not only as a means of entertainment and communication**, and at the same time to experience a very interesting educational process that will strengthen the conventional teaching methods.

10



What will be the form of R2?

- R2 will be a **standalone and independent application** that will operate in an android environment compatible with all smartphones and tablets and will contain games for all partner countries.

The digital educational games will be **fully interactive** and will contain strong elements of a classic "treasure hunt" game.

11

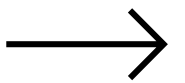


Elements of the games (game mechanics)

- challenges
- cooperation
- feedback
- obtaining resources
- rewards, etc.

Additionally, **playful techniques** such as solving puzzles, knowledge questions with multiple answers, etc. **will also be integrated.**

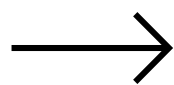
12





How R2 will be materialized in practice?

13



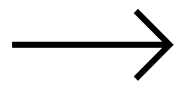
R2 will be achieved with the use of ICT and specifically **augmented reality technologies, QR Code, geolocation techniques**, etc.

NOTE: The final choice will be determined with the help of partners during the project.

Todo

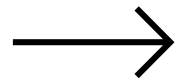


14



Division of Work and Tasks

15



Wisefour will be the R2 Leader in collaboration with all partners. Wisefour will deliver part of the game's content and coordinate the rest of the partners for delivering their contribution to different stages of its development.

16



The sections of the educational game will be laid out **by the consortium, based on the combined vast experience and thorough knowledge of the participating organisations**

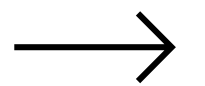
What are the steps we need to follow?

- Definition of the objectives and desired outcomes
- Identification of the desired behaviors of the interactive tool
- Creation of the necessary material to be used in the game
- Make adjustments to meet the needs of the project's target groups
- Pick the ideal methodologies and interaction mechanics
- Selection of the interactive framework Game's software development (appropriate technology and software)

The University of Peloponnese, supported by all partners, will assist during the development process of the game **by providing valuable ideas and feedback.**

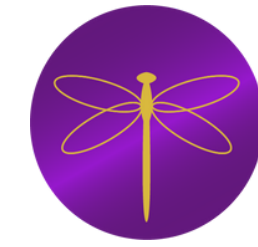


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**Thank you for your
attention!**

Any Questions?

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