



The Hunt for Europe 2.0 webinar took place on the 9th of June 2021 and saw project co-ordinator Thomas Hansen and his team demonstrate the interactive 3D computer game where players can learn the language, culture, and gain insight into historical figures from each of the collaborating countries. The webinar was attended by partners from six participating countries including project co-ordinator Dr Kristin Brogan on behalf of MTU. Partners went over individual proposals for historical figures related to their country and how this will serve to motivate players to engage in the game while demonstrating the cultural differences of each participating country. This included MTU lecturer Catherine Moylan who introduced the Irish example, Brendan the Navigator, an Irish historical figure whose tasks will help players to learn English and acknowledge the various cultural and social norms.

LEARN LANGUAGES AND DISCOVER CULTURE

In the ERASMUS+ project "Hunt for Europe" we are developing an interactive 3D computer game, where you can learn the language, the culture and some history of all six partner countries.

Through speech recognition and virtual environments the interactive user will gain knowledge and skills that can be put into practical use. The specially designed game narrative will motivate and excite the user to acquire new skills.



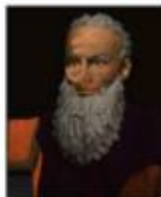
HUNT 2.0 FEATURING MULTIPLAYER AND ARTIFICIAL INTELLIGENCE!



Learn Danish with **Harald Bluetooth**
King of Denmark and Norway



Learn Spanish with **Queen Isabelle I.**
Queen of Castilla



Learn English with **St. Brendan**
The Navigator



Learn Italian with **Camillo Benso** the **Count of Cavour**
First Prime Minister of Italy



Learn German with **Ludwig van Beethoven**
Famous composer



Learn Greek with **Greek Philosopher Pherekydes**
The Teacher of Pythagoras



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