



## NYHEDSBREV 3

# HUNT FOR EUROPE 2.0

Projektet er støttet af “ERASMUS +” programmet og syv internationale partnere: EnAIP Piemonte (Italien), LudusXR (Danmark), Die Berater (Østrig), Wisamar (Tyskland), Centre 4 Education (Spanien), Vardakeios School of Hermoupolis (Grækenland), and MTU (Irland).

Projektet har fokus på et mix af at er et af at lære sproget og kulturen, skikke og traditioner i et fremmed land med henblik på bedre integration, hvilket er projektets vigtigste mål.





## HFE 2.0 RUNDT OMKRING I EUROPA

### GRÆKENLAND

**Unge mennesker fra hele Europa udforskede HFE2s sproglige muligheder på en workshop afholdt af den græske partner, ardakeios School**

20 gymnasieelever fra Grækenland, Polen, Portugal og Frankrig deltog sammen med deres lærere mandag den 13. juni i workshop på Vardakeios Skolen. De fik chancen for at udforske det interaktive Sprog- og kulturlæringspil, Hunt for Europe 2.0 og derved få en idé om multiplayer spillet, som er færdig til september. De har sat sig for at lære endnu et sprog gennem HFE-plattformen og videregive informationen til deres klassekammerater derhjemme. Bliv hængende! Flere HFE workshops følger fra de andre partnere.



**Hunt for Europe 2.0  
Multiplier event  
Vardakeios School  
Syros island  
13/6/22**



## SPANIEN

Den 29. juni var vi i Felanitx, på Sant Alfons gymnasium og erhvervsskole for at afholde vores workshop. Alle lærere prøvede herved en ny måde at lære et nyt sprog på gennem spil. De lærte at bruge e-læringsplatformen, og de var også meget interesserede i 3D-spillet. Nu venter de på, at spillet er tilgængeligt for at sætte eleverne i gang.





## HUNT FOR EUROPE 2.0 MULTIPLIER EVENT

FELANITX SCHOOL- BALEARES- SPAIN

Yesterday, we have held our Multiplier Event in Felanitx School. 46 teachers discovered a new form to teach and learn a new language in the classroom.

They were very excited about the 3D game because is a good way to engage students in learning not only a new language but also the culture, history, and customs of a country.

Through their mobiles and laptops, they used the Hunt for Europe Platform and were testing the e-learning lessons and finalizing with our 3D multiplayer game.

We explained the different environments for every language and how to use it and the objectives for every scenario.

They will wait until September when the game is finished and they can put it into practice with the students.



## AFSLUTTENDE KONFERENCE I TORINO: VI VENTER KUN PÅ DIG!!

Her er programmet for den afsluttende konference der finder sted i Torino d. 15 september:



## Learn together – play a part

### *Multiplier language acquisition*

Moderates Francesca Costero – Social Cohesion and Cooperation Manager EnAIP Piemonte

13:30 Welcome by Roberto Santoro – EnAIP Piemonte President

13:45 Erasmus+ and EPAL for the creation of inclusive lifelong learning paths by EPAL support unit – INDIRE\*

14:00 L2 and didactic innovation in the CPIAs of Piedmont - Antonietta Centolanze USR per il Piemonte – Ministry Office for Adult Education

14:20 Didactic innovation: pedagogical approaches, technologies, and new spaces – Alessia Messuti - Learning Innovation Programme Officer at ITCILO

14:40 Overall presentation of the project – Kristin Brogan & Eugene Guiney Munster Technological University (MTU)

15:00 Learning Language & Culture through Artificial Intelligence and Social Gaming – Thomas Hansen & Rene Bigum LudusXR

16:15 Let the project speak! -Project Partners and participants in the project activities talk about their experience

16:35 The future is blended – Lifelong learning and a systemic digital transformation - Stefano Merante - Skills Development / TVET Programme Officer at ITCILO

17:00 Conclusions and future prospects by Roberto Santoro – EnAIP Piemonte President



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