THE IMPLEMENTATION OF THE GAMECOMP PROJECT HAS STARTED

Kick-off Meeting

1#Newsletter

June 2024

In Frankfurt, at the headquarters of KUBI Gesellschaft für Kultur und Bildung gGmbH, our partner, the kick-off meeting was held with the participation of the consortium on April 2024.

The aim of the project is to design and implement innovative tools to promote sustainability skills, incorporating game-based learning approaches and experiences.

We will create together a Gamified Assessment Tool to evaluate the competence levels and learning needs of young people regarding sustainability skills, over 60 digital educational games, and 60 scenarios for workshops to promote each of the 12 skills outlined by the European Green Comp.

Project Overview

The project aims to increase the capacity of youth workers to equip young people with the skills and knowledge necessary for the green transition.

Specific objectives:

1. Equip Youth Workers:
Provide youth workers with support tools to assess and enhance young people's sustainability competencies.

2. Innovative Educational Resources:
Develop and offer game-based educational resources to improve sustainability competencies.

3. Empower Youth: Enable young people to become proactive agents of change for environmental and sustainable development.

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GameComp
GREEN EDUGAMES

Key results

Gamified Assessment Tool
An innovative tool to evaluate and enhance young people's proficiency in sustainability competencies.

Educational Games and Workshop Scenarios
A suite of 60 digital educational games and 60 workshop scenarios designed to cover each of the 12 competencies in GreenComp.

Empowered Youth Workers
At least 250 youth workers will be equipped with cutting-edge resources and tools for sustainability education.

Empowered Youth
A minimum of 200 young people will be empowered to act as agents of change, driving environmental and sustainable development initiatives.

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By addressing key priorities such as environmental awareness, climate change, and youth employability, the Game Comp Erasmus project directly contributes to the EU Youth Strategy's Goal 10:

Sustainable Green Europe.

Our innovative approach leverages game-based learning to create a dynamic and engaging educational experience that not only raises awareness but also inspires action among young people and youth workers alike.

Stay tUned

Website:
https://gamecomp.eu/

Instagram:
https://www.instagram.com/gamecompeuproject/

Tik Tok:
https://www.tiktok.com/@gamecomp_?_t=8n0Ar2Uvh5d&_r=1

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