GameComp
GREEN EDUGAMES

EDUCATIONAL GAMES for *Greencomp*

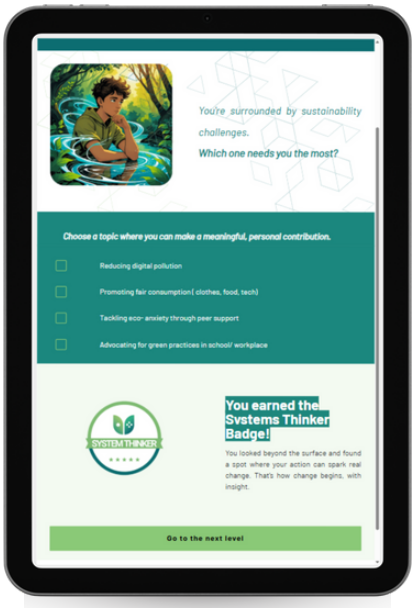
Newsletter #5

November 2025

After the success of the WP3 activities, the GameComp consortium moved into a new creative journey: the **co-design workshops for the Educational Games**.
More than **80 youth workers and young people** across Europe took part in brainstorming sessions to imagine what learning through play could look like in sustainability education.
From local workshops to digital prototypes, every idea contributed to the creation of innovative and inclusive educational experiences.

Following the workshops, each partner **developed 12 Game Design Documents**, one for each *GreenComp* competence, capturing the structure, objectives, and interactivity of every game.

These documents became the blueprint for a **catalogue of 60 Educational Games**, now available in English.



Digitalisation and GameComp Platform Development

The games explore key sustainability themes such as systems thinking, fairness, adaptability, and collective action, all designed to help players reflect, make decisions, and act for change.

The micro-interactive experiences have now been digitised and integrated into an **online learning platform**, accessible, multilingual, and inclusive.

The platform integrates the **Self-Assessment Tool** developed by the consortium to guide students based on their sustainability profile; it's also possible to track their progress.

The Pilot Phase Begins

We are now entering the **pilot testing phase**, engaging young people across partner countries to **experience and evaluate the Educational Games**.
Participants will test the platform both asynchronously and in **live pilot sessions**, helping the consortium gather valuable feedback to refine the final version.
This phase marks a key milestone: bringing sustainability learning to life through interactive play.

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What's Next

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The pilot phase will continue **until the end of 2025.**

All feedback collected will inform the final report and improvement cycle, ensuring that the Educational Games are effective, engaging, and ready for public release.

Stay tuned as we prepare to publish the complete catalogue of sustainability micro-games, **designed to empower the changemakers of tomorrow.**

What is GreenComp?

GreenComp is a framework that defines sustainability competences. It offers a shared foundation for learners and guidance for educators, promoting a unified understanding of sustainability as a competence.

These competences empower learners to think critically and systemically, take action, and build a solid knowledge base for those committed to the well-being of our planet now and in the future.

JOIN THE MOVEMENT

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