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ERASMUS + PROGRAMME- STRATEGIC PARTNERSHIP
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Let's Play Greener!

**The presentation of the results after the first transnational meeting held
at Istituto d'Istruzione Superiore Ernesto Guala, in Bra, Italy**

**Target group: the students and the teachers from Colegiul Național 'Ion Luca
Caragiale', members of the project team**

Date of the activity: 17.03.2018

On 17th April 2018, we organised a dissemination activity in which we talked about the results that we had obtained during the first transnational meeting that took place at Istituto d'Istruzione Superiore Ernesto Guala, in Bra, Italy, between 26.03.2018-28.03.2018.

We talked about the fact that during the meeting we discussed the following aspects:

1. Project management;
2. Coordination of communication;
3. Designing a multilingual training module for serious teaching games;
4. Updating requirements for the instructional content of the games;
5. Organizing the second online voting week (OVW2).



We talked about the three informative brochures that the entire team needed to read in order to proceed to the next level of the game, brochures that we had devised in Bra, which are uploaded on the website and have the following titles:

- Learning through games is stimulating
- Introducing a serious game in the classroom
- How to create a serious game?



We discussed the rules for the second online voting week in which the students from the three teams would propose scenarios of how to play the game according to the technical specifications written by the teachers at the transnational meeting in Bra.



2nd Online Voting Contest

Let's Play Greener #Erasmus+

1. Pick 1 theme

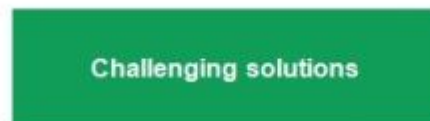


The topics that were displayed, for which the students would propose game scenarios for the second online voting week and which would need to be devised in such a way that they should take into account the understanding of the phenomenon, the identification of its causes and solutions to those problems so that the character should be able to continue the mission according to the proposed game mechanics.

1. Pick 1 theme

2. Devise 3 goals

3. Design 3 scenes



The coordinator is disseminating the information about the three requirements of the game scenario for each topic.



Understanding
the tasks.



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