

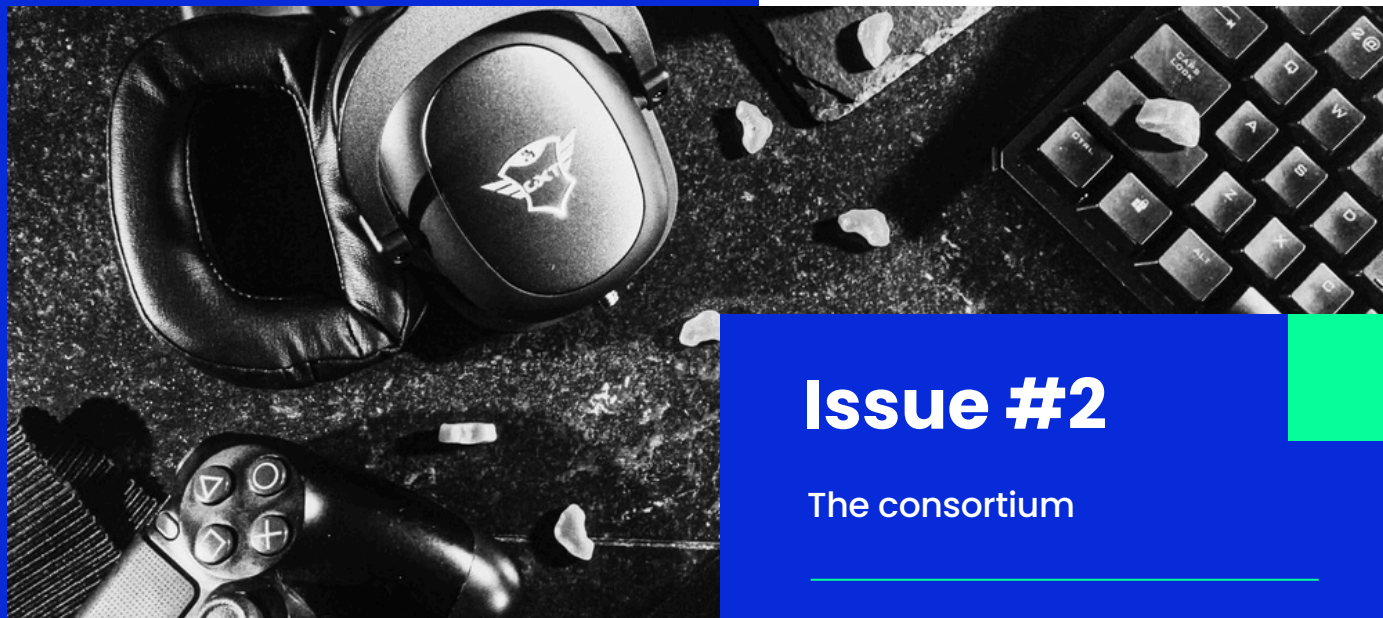
NEWSLETTER

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InterGames

July, 2024



Issue #2

The consortium

What we have
accomplished

What's next?

About the Project

InterGames is an Erasmus+ KA2 project which seeks to enhance secondary school curricula and build teachers' and students' capacities by introducing interdisciplinary approaches to education through conflict video games.

Interdisciplinarity, conflict and video games are the three main components of the project, which help students (14-16 y/o) to acquire 21st-century skills (critical thinking, problem-solving, emotional intelligence) to enter the labor market, become active citizens and thrive in personal life.



Co-funded by
the European Union

The InterGames project is co-financed by the ERASMUS+ programme of the European Union, and will be implemented from January 2024 to December 2025. The project content reflects the views of the authors, and the European Commission cannot be held responsible for any use which may be made of the information contained therein (Project Code:2023-1-AT01-KA220-SCH-000122168).

The Consortium



As a non-governmental development organisation, Südwind has been campaigning for sustainable global development, human rights and fair working conditions worldwide for over 40 years. Through educational work in and out of school, Südwind in Austria addresses global interrelationships and their effects.



Operating in Nicosia, Cyprus, CIP is a non-profit organization focusing on global education, social innovation, entrepreneurship, STEM, and sustainable growth. They contribute to educational development and community engagement in Cyprus.



Helixconnect, provides a better hands-on approach to facilitating innovation, helping organisations grow and enabling a proper integration among innovators, NGOs, industry and government. Our vision is to bridge global innovation systems and enable global knowledge and technology transfer.



Björkhöjdskolan is a newly started municipal school and have existed for almost three years. The students have different ethnic backgrounds. Our students are between 13-16 years old. There are around 300 students and 30 staff members. The school is situated in Sweden in the town of Borås.



Progettomondo is an Italian NGO founded in 1966, committed to counter various forms of poverty and inequality on a global level. We started in Latin America, and today we are active with our development and human rights interventions in North Africa and Sub-Saharan Africa as well. In Italy and Europe, we actively promote Global Education and other forms of mobilization and public awareness, on climate change, in favor of intercultural dialogue and in the struggle against all forms of discrimination, racism and xenophobia.



Bundeshandelsakademie und Bundeshandelsschule Linz international Business School was founded in 1882 and is the 3rd oldest federal secondary vocational school with focus on commercial subjects in Austria. Today approximately 800 students are taught by 80 teachers in three branches: The commercial school, the commercial academy. Besides general and commercial education, the school focuses on Marketing, International Business and Finance- and management.



The University of A Coruña (UDC) is located in the city of the same name, in the northwest region of Spain called Galicia. The UDC is a public institution whose primary objective is the generation, management and dissemination of culture and scientific, technological and professional knowledge through the development of research and teaching.



InterGames

COMMON RESEARCH REPORT

What we have accomplished

Recently we have completed desk research on the education systems of the countries, represented by the consortium, concerning interdisciplinarity, gathering valuable information to understand the similarities and differences as well as gaps and positive aspects, which also marks the starting point for the activities of the project.

In addition, the project enriched its data and information, as well as the research approaches through face-to-face and online focus groups and interviews with secondary education teachers from each country. These discussions provided a deeper understanding on the education systems of each country in relation to interdisciplinarity and offered a more holistic view.



What's next?

The consortium is now working to develop the Virtual Learning Lab and the gamified micro-challenges for teachers' training on interdisciplinarity, taking into consideration the data retrieved from the previous activities.

InterGames Social Media channels are here

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