

NEWSLETTER

WWW.INTERGAMES-PROJECT.COM



InterGames

December, 2025



Issue #4

Scientific Report

Impact and Assessment
Report

Final Events and TPM2

About the Project

InterGames is an Erasmus+ KA2 project which seeks to enhance e 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).

NEWSLETTER

WWW.INTERGAMES-PROJECT.COM



InterGames

Our partners from UDC worked together and developed the last deliverable of the project; the **Scientific Report** focusing on the impact of interdisciplinary learning.

The report emphasized the importance of InterGames and the hypothesis that video games can be used as a tool for conflict resolution and the sustainability of peace.



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).

NEWSLETTER

WWW.INTERGAMES-PROJECT.COM



InterGames

It also presents the importance of video games and how they have established themselves as a motivating and effective educational resource for secondary school students, allowing the simulation of complex situations that require decision-making, reflection on the consequences and development of the cognitive, social and emotional skills.



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).

NEWSLETTER

WWW.INTERGAMES-PROJECT.COM



InterGames

The Impact and Assessment Report documents the final outcomes of strategic activities related to the broad uptake and application of project outputs.

These outputs include development of pedagogical sequences, the virtual learning laboratory, and materials for classroom implementation in multiple languages that embed video games into subject-specific curricula.



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).

NEWSLETTER

WWW.INTERGAMES-PROJECT.COM



InterGames

Summative evaluation data, feedback from pilot testing with educators and learners, and reflections on challenges in deployment are likely included to justify recommendations on sustainability and future use pathways of InterGames resources within formal education settings.



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).

NEWSLETTER

WWW.INTERGAMES-PROJECT.COM



InterGames

Our consortium met in Vienna during December, 2025 for the last **Transnational meeting**. Partners had the opportunity to discuss about the project, the results and any future collaborations. Feedback was given among partners in regards to the engagement of the IAB within the project's implementation.



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).

NEWSLETTER

WWW.INTERGAMES-PROJECT.COM



InterGames



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).

NEWSLETTER

WWW.INTERGAMES-PROJECT.COM



InterGames



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).