

NEWSLETTER

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26, August, 2025



Issue #3

Virtual Learning Lab: New Modules Now Available in 7 Languages

Teachers and Students Validate Pedagogical Sequences Through Testing

Positive Feedback: Games Found Engaging, Fair, and Easy to Use

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.



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The consortium has been working really hard in finalising the Virtual Learning Lab modules as well as the Pedagogical Sequences.

Focus groups with experts gathered valuable feedback that has been incorporated in the new version of the VLL

The link [here](#) provides the VLL modules ready to be shared and used by all interested parties. VLL modules in seven languages are ready to be shared.



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The 20 Pedagogical Sequences for 10 Online Games were extensively tested with teachers and pupils aged 15 and above.

The feedback collected from both students and teachers offered valuable insights into the effectiveness, usability and educational value of the pedagogical sequence developed and as an educational tool in general. Now partners are incorporating this feedback to create a hands-on material for secondary teachers. You will find the link to this resources in our next newsletter



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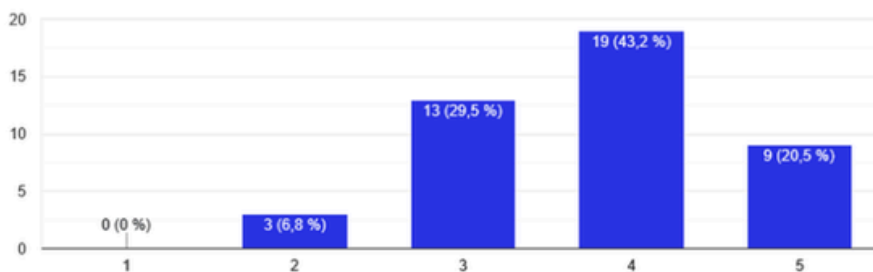


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SUDWIND

7. Wie interessant fandest du die im Spiel behandelten Themen?

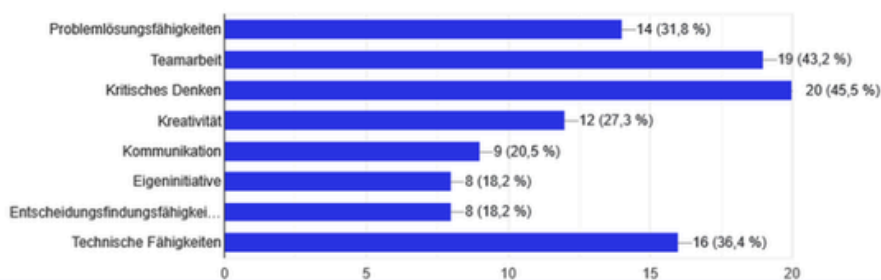
44 réponses



The graph here shows that the majority of students (41 people) found the topics covered in the game interesting.

10. Welche Fähigkeiten haben das Spiel dir geholfen zu verbessern?
(Kreuze alle zutreffenden an)

44 réponses



When asked about skills, 20 students stated that the game had promoted critical thinking. Teamwork (19 people) and technical skills (16 people) were ranked second and third among the skills that were strengthened by the game.

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CIP

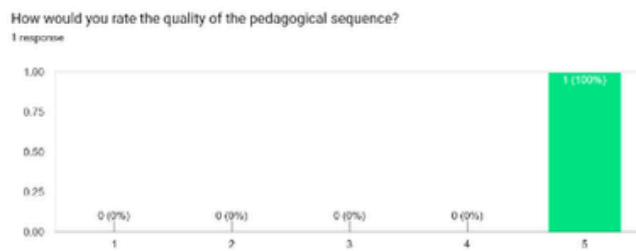


Figure 7: Teacher's response when asked to rate the quality of the pedagogical sequence

The feedback from the teacher aligned closely with student responses. The pedagogical sequence was rated 5/5 in quality, and the game's usability and educational value both received a perfect 10/10

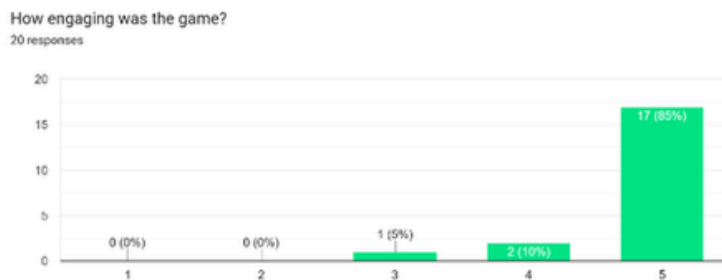


Figure 4: Students' responses when asked how engaging was the game

The game's overall engagement level was rated at 4.8, indicating a strong emotional and cognitive investment in the activity.



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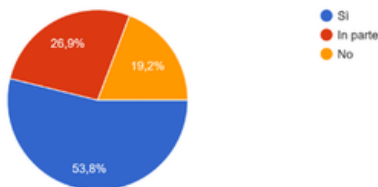
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PROGETTOMONDO

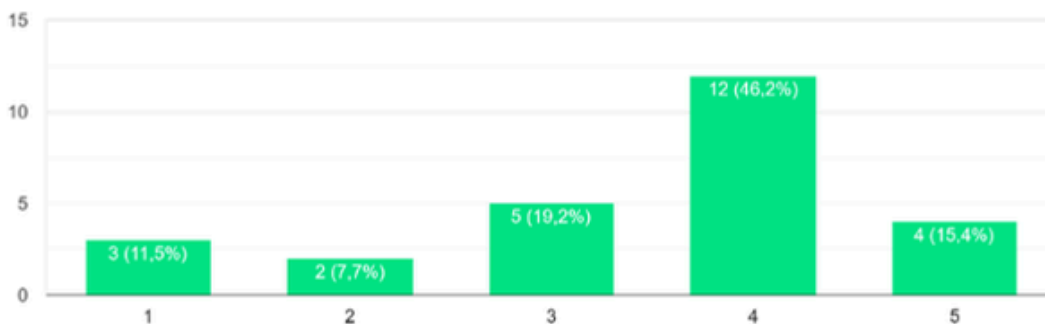
Il gioco e le attività proposte ti hanno aiutato a scoprire nuovi punti di vista sul tema proposto (guerra ad esempio)?
26 risposte



Students think that the game and the activities proposed helped them in discovering new point of views on the issue of war so it has helped in reinforcing competences of critical thinking (fully 53.8% and partially 29.9%)

Did you enjoy playing the game in class?: 17 said „Yes“, 5 „Partially“, 4 „No“

Da 1 a 5, quanto sono stati interessanti i temi proposti dal videogioco
26 risposte



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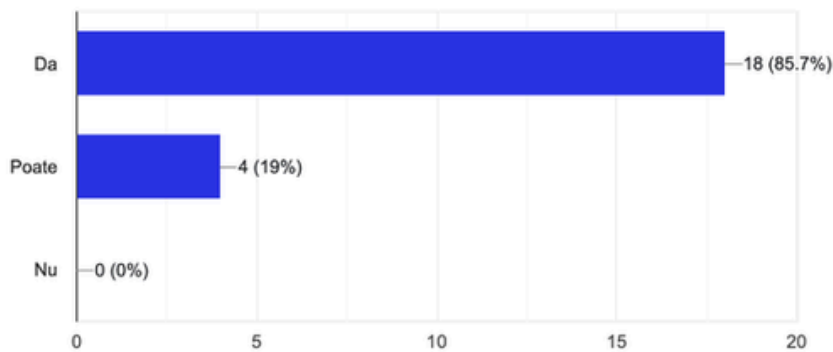
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HELIX

Q: Would you like to use more video games for learning in the future?

Ați dori să folosiți mai multe jocuri video pentru învățare în viitor?

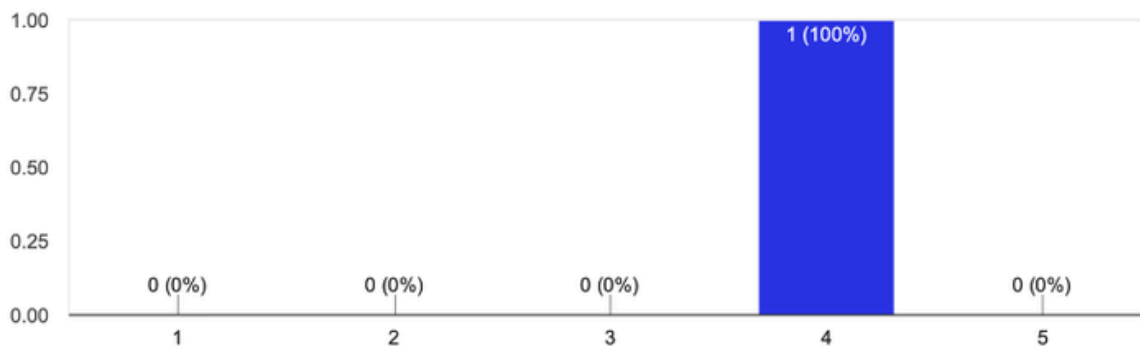
21 responses



Q: How would you evaluate the quality of the pedagogical sequence?

Cum ați evalua calitatea secvenței pedagogice?

1 response



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BORAS

Question	Result
How interesting did you find the topics covered in the game?	4.33/5
Did the game help you understand the subject better?	4.27/5
How engaging was the game?	4.25/5
Was the game easy to play and understand?	8.65/10
Did the game feel fair and balanced?	8.31/10



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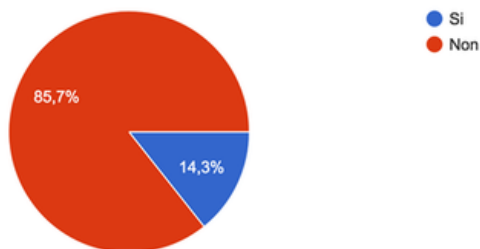


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UDC

Utilizou anteriormente os videoxogos como recurso didáctico nas súas clases?

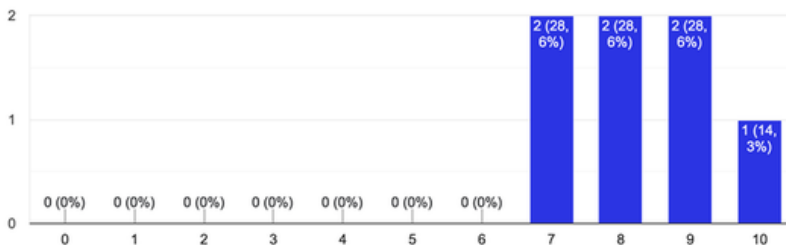
7 respostas



85.7% of participating teachers reported having intermediate experience using new technologies in the classroom, but only 14.3% used video games as a teaching resource in their classes.

Nunha escala do 0 ao 10, que tan satisfeita/o está co curso en xeral? (Escala: 0 = Nada satisfeita/o, 10 = Extremadamente satisfeita/o)

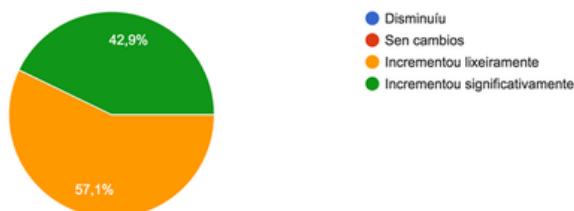
7 respostas



Both the resources and materials used, as well as the content presented, were rated by all participants as "appropriate" or "very appropriate." Furthermore, the average satisfaction score with the course was 8.3/10, which influenced a slight (57.1%) and a significant (42.9%) increase in motivation to use video games as a teaching resource in the classroom.

Como influíu esta formación na súa motivación para usar videoxogos como recurso didáctico na aula?

7 respostas



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