INFORMATION ABOUT PLAY.IT

SKYPE MEETING 5.06.2012

www.learningame.org/info

The pilot experience of the The Learning Game project during which different schools tested the potential of Videogames and Multimedia for Educational purposes showed how important it is that teachers establish a common language with their pupils in order to raise their interest for learning. The Play The Learning Game Project intends to further exploit and transfer the results of the former project in order to answer to the following needs:

- better comprehension and knowledge of the most innovative softwares and technical solutions available onto the market to be used for developing educational contents
- identify and evaluate the Videogames available onto the market with an educational and training potential
- having access to e-learning courses to be used to implement innovative technical solutions for education and training
- Need of teachers and trainers to acquire the skills to make full use of advanced interactive and multimedia solutions for educational purposes

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Education and Training