

SHARED FUTURE

KA220-SCH - COOPERATION PARTNERSHIPS IN SCHOOL EDUCATION

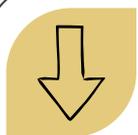


Project summary

The project aims to provide teachers with **innovative tools for gamification-based teaching**.

The main result of the initiative will be a simulation game whose plot will facilitate the acquisition of a selected area of school knowledge and stimulate the expected processes and social attitudes in areas covered by the quality standards of the Erasmus+ Programme.

The "SHARED FUTURE" game will be a tool to **increase students' interest** in school content and civilizational issues. The platform will contain the on-line game, lesson scenarios, forum and library.



Activities in the project:

- project management
- game and platform development, 24 lesson plans, library of resources and instructions for teachers
- piloting and training
- disseminating results



Objectives and results:

- supporting a holistic approach to education, developing subject knowledge, personal and social skills;
- sharing knowledge and teaching methods in an international and intercultural context between EU countries
- increasing pupils' motivation and interest in science
- creating Shared Future - gamified educational tool and platform along with lesson and workshop scenarios in 4 languages

Partner NGOs:



INNOWATORIUM

Established in 2010, the Innowatorium Foundation specializes in developing innovative educational tools based on the "edutainment" concept and advanced simulation games. The organization has completed over 30 projects, demonstrating experience in Erasmus+ programs and ICT integration in schools. We collaborate with over 30 educational institutions and an interdisciplinary team of experts, effectively bridging the gap between theory and classroom practice.



PONTI CULTURALI

A cultural and educational association focused on social development, human rights, and creating synergies between education and culture. The organization specializes in project management at the intersection of the public and NGO sectors, offering extensive staff experience in organizing international internships, seminars, and teacher training. The team consists of interdisciplinary experts—ranging from psychologists and native speakers to educational practitioners—ensuring comprehensive substantive and negotiation support for projects.



LARPIFIERS AMKE

An Athens-based NGO founded in 2020 that specializes in using eduLARP (educational live action role-playing) methodologies and gamification for education and personal development. The team comprises game designers, psychologists, and educators who create safe simulation environments that enable effective learning through experience and self-reflection. The association boasts extensive experience in the Erasmus+ program and international projects, including the development of innovative games focused on civic engagement, such as European Parliament election simulations.

Partner Schools:



The General School Complex (ZSO) in Bystrzyca Kłodzka



A modern, innovation-driven institution preparing for the International Baccalaureate and boasting extensive experience in coordinating Erasmus+ projects. The teaching staff, including experts in inclusive education, ICT technologies, and EU fund management, actively implement pioneering methods such as gamification and outdoor learning. The school stands out for its exceptional student social engagement.



1o GENIKO LYKEIO KALYVION THORIKOU

This public school educates 214 students, focusing on foreign language proficiency, ecology, and the integration of modern IT tools, exemplified by its student-led digital newspaper. The institution actively engages youth in civic life through volunteering, debates, and unique social projects conducted in cooperation with the nearby airport and local authorities. While the school has experience in regional exchanges, its current priority is expanding within the Erasmus+ program and implementing innovative methods such as educational games and project-based learning.



I.T.E.T. "Pantanelli-Monnet"

This Italian secondary school, educating approximately 800 students in technological, technical, and vocational fields, places a strong emphasis on preparing youth for the modern knowledge-based economy. The institution boasts extensive experience in executing projects funded by EU programs (PON, PNRR), as well as Erasmus+ and e-Twinning, focusing on the development of digital, linguistic, and civic competences. The school actively implements innovative educational pathways (PCTO), covering diverse fields such as logistics, digital technologies, flight simulation, and territorial marketing.



What is there to do?

WP 2

development of mechanics, plot and scenarios of the game

ACTIONS

- Kick off meeting in Italy
- preparing library of characters; consultations; translations
- development of game's rules
- development of scenarios of games

RESULTS

- Italy: draft of elements of the game, scenarios etc; tasks' schedule and division
- 24 scenarios of the game
- resources of library - 80-100 pages

WHO'S DOING IT

- Kick-off: Ponti Culturali and 2 people from each school+ 3 people from each NGO
- each Partner => development of 4 scenarios and 4 characters; on-line meetings every 2 weeks, translations

WP 3

development of the platform and the library of educational resources

- working on scenarios, library, platform development
- international tests in Italy
- amendments

- finished products: 24 scenarios of the lessons, library of resources (200), platform in 4 language versions
- International tests meeting in Italy - 3 days

Activity leaders:

- Innowatorium - platform & amendments
- Larpifiers - library
- I.T.E.T. - lesson scenarios
- Ponti Culturali - tests' meeting

Products: all Partners

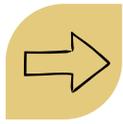
WP 4

disseminating and evaluation

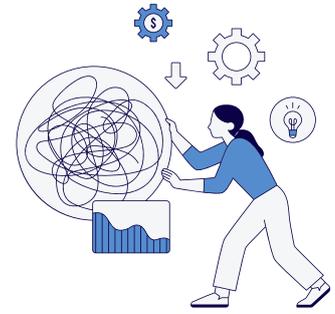
- dissemination activities (each Partner):
 1. two 1-day trainings for local schools (not Partner's schools)
 2. local seminars and game shows for min. 10 schools (20 teachers)
- 3 evaluation polls (for teachers, for students and for headmasters, evaluation activities)

- 6 trainings & 6 seminars
- 500 polls from students
- 200 polls from teachers
- satisfaction level (1-5) → 4,5
- 300 users/month
- 50 registered users by the end of project
- 240 lessons by the end of the project
- 3 podcasts + 10 articles in SM + 24 articles on Partners' websites + 4 promo videos

- Trainings - Innowatorium, Ponti Culturali, Larpifiers
- Seminars: ZSO Byrzyca, I.T.E.T., Geniko Lykeio
- evaluation polls - Innowatorium
- promotional materials



TIMELINE



1: Project Kick-off

→ as soon as possible :)
partner co-ordination,
commencement of work on
game development and lesson scenarios

2: March - September 2026

Intensive work
on creating 24 lesson scenarios,
platform design
and SHARED FUTURE
game mechanics

3: September - December 2026

Finalisation of game and
materials, translation into 4
languages, platform testing,
preparation of teacher training

4: January - February 2027

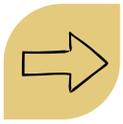
Completion of the game and launch of
the online platform with a repository of
Creative Commons licensed materials

5: February 2027 - August 2027

Pilot programmes in schools (60 teachers, 1000
students), training, webinars for 150+ teachers,
dissemination activities

6: September 2027 - February 2028

Project evaluation, dissemination campaign
reaching 300 schools, finalisation of
documentation and reports



BUDGET

Work Package 1



42.000€

- Project management, office costs, etc.
Approximately 270€/month

Work Package 2



57.080€

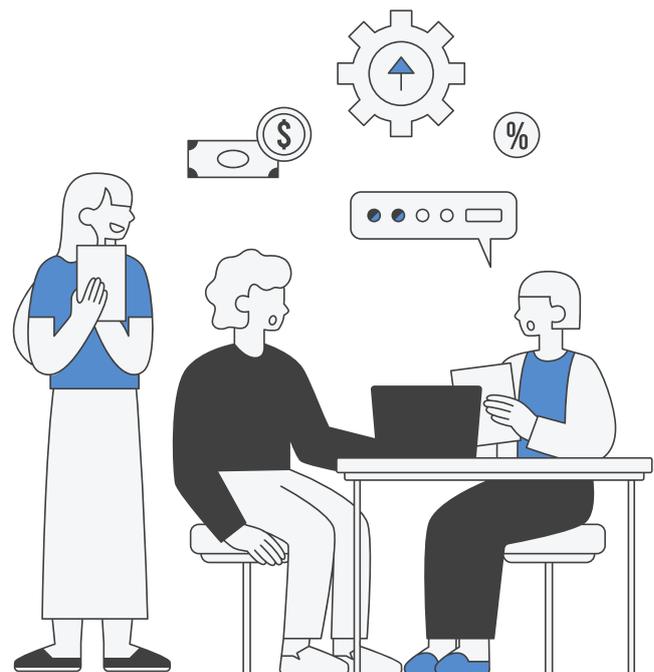
- Kick-off meeting in Italy 6.800€
- Preparing library of characters and problem issues 12.680€
- Preparing rules of the game 15.000€
- Preparing scenarios 15.000€
- Programming costs: 7.600€

Work Package 3

128.938€



- Platform development and programming 91.058€
- Library of resources 10.000€
- Lesson scenarios 10.000€
- International tests 12.680€
- Amendments 5.200€



Work Package 4



21.982€

- Evaluation 3.400€
- Preparing promotional materials 9.282€
- Trainings for teachers by Partner NGO 3x500€
- Seminars and game shows by Partner Schools 3x2.600€