



1st Newsletter
of the Leonardo da Vinci 2012 Partnership Programme:
Facing Crisis: Games, simulations and popular ICT in language teaching
(GAMES)
Webpage: nowadays.home.pl/games/

Coordinator of the project:

Poland: Uniwersytet Trzeciego Wieku w Uniwersytecie Wrocławskim

Partners of the project:

Austria: Hackl & Kienel-Mayer OG

France: Association M3_MCube

Spain: Universidad de Almería

Turkey: Demokrasiyi Seven Genç Eğitimciler Derneği

Turkey: Nazilli Halk Eğitimi Merkezi Ve Aksam Sanat Okulu

The first step of the realisation of the programme was the establishing of a mailing group as the main means of communication between the partners.

The next step was the **Start-up meeting of the project** which took place in **Wrocław (Poland): 30-31.10.2013**

The host of the meeting was Uniwersytet Trzeciego Wieku w Uniwersytecie Wrocławskim.

The visiting participants of the meeting were:

1. **Austria:** Hackl & Kienel-Mayer OG
2. **France:** Association M3_MCube
3. **Spain:** Universidad de Almería
4. **Turkey:** Demokrasiyi Seven Genç Eğitimciler Derneği
5. **Turkey:** Nazilli Halk Eğitimi Merkezi Ve Aksam Sanat Okulu

During the meeting the following events took place:

Presentations of all project partner organisations (Main aims of the organisations, fields of interest, history, other projects already realised or in realisation)

Presentation of the project (Aims and ideas of the project; Field of interest; Ways of achieving the aims; Timetable of project activities; Results and outcomes of the project; Tasks of each partners)

Discussion about general plan and project ideas (aims to be realised; division of tasks and deadlines; rules of evaluation of the tasks and of the whole project; final documents; role of

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the coordinator; setting the place and time of the next project meeting; distribution of the tasks of rejected partners)

Project workshops on communication

There was also a dinner of all project participants and a guided tour of the city.

The main results of the meeting are:

I. Distribution and setting the deadlines of results and outcomes of the project

II. Distribution of tasks among the partners:

- **Poland: To demonstrate how the andragogical model could improve language courses for older people** (GAMES AND SIMULATION - objective A.3)
- **France: To suggest how games for memory training can be applied in language teaching** (GAMES AND SIMULATION - obj. A.2)
- **France: To suggest which games can stimulate the mind** (GAMES AND SIMULATION - obj. A.1)
- **Spain: To suggest which technology can be used in the learning of the elderly** (TOOLS - obj. B.1)
- **Spain: To demonstrate how the mobile applications for tablets and smartphones can be used in the study of languages** (TOOLS – obj. B.4)
- **Turkey (DSGED): To suggest how make ICT courses for people from disadvantaged groups more efficient** (TOOLS - obj. B.3)
- **Turkey (DSGED): To suggest simulations for VET learners** (GAMES AND SIMULATION - obj. A.4)
- **Turkey (NHEMvASO): To demonstrate the effect of audio-visual objects in language teaching** (TOOLS – obj. B.5)
- **Turkey (NHEMvASO): To demonstrate the innovative use of ICT in the lifelong education of adults** (TOOLS - obj. B.2)
- **Austria: To collect/ develop games that improve entrepreneurship** (GAMES & SIMULATION - obj. A.6)
- **Austria: To show how role playing could be useful for the study of languages for adults** (GAMES ANDSIMULATION - obj. A.5)

III. Dates and places of the next project meetings:

- Date of second meeting: **7.02.2014; Paris, France**
- Date of third meeting: **11.09.2014: Almeria, Spain**

So far there has been a slight delay in the realisation of the tasks, due to the need of having a start-up meeting and redistributing the tasks of the rejected partners.

The facebook profile of the project is available at:

<http://www.facebook.com/pages/GAMES-Facing-Crisis/1513866192172726>

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