



## THE AWAITED BOARD GAME IS ALMOST HERE!

The project team had a very productive session during the first internal testing of the **board game**. We took a time machine straight back to our childhood and enjoyed a couple of sessions of the game that sparked a little bit of competition, but most of all - **FUN**.

Don't worry, the game is designed so that **all generations** can play it and we assure you - you're going to be stuck on it for countless hours.

*"Play is our brain's favorite way of learning"*

*Diane Ackerman*



## EDUCATION THROUGH GAMIFICATION

As you already know, the main objective of our project is to approach **serious topics** in an **entertaining way** because we believe that in this way we can enhance learning, especially about the topics that usually don't spark as much interest as we would hope them to.

This game consists of **educational elements**, with some of them being obvious to the player/learner such as challenges where they need to answer a specific question, and some of them might be hidden like noticing and memorizing various environmental, eco symbols.



Co-funded by  
the European Union

## 2<sup>ND</sup> TRANSNATIONAL PROJECT MEETING - ZAGREB

The project consortium **met in Zagreb** to discuss the next steps of the project, and, as you've seen on the first page, to have a little game time!

During the meeting, we discussed the following **key points** of the project:

- board game design and preparation
- multimedia game mechanics and next steps
- dissemination and sharing of the news and results from the project with **YOU**

*Nature is  
not a place  
to visit. It  
is home!*

*Gary  
Snyder*

## MULTIMEDIA GAME

The multimedia game is another **big result** within our Planshield project. It will be a completely different experience from the board game but tackling the same topic.

We're currently in progress with the content translations and we're expecting the **first version** of the game soon. For that reason, the team is also **meeting online** once a month to keep track of the progress, evaluate, and learn how we can improve to provide a product of high quality, well, for **YOU**.

**Stay tuned!**

