

SPIRIT OF EUROPE - ORIGINS -



*The official newsletter of the educational
video game The Spirit of Europe - Origins*

01

Our-website-is-live
Issue

**MESSAGE FROM
THE TEAM - 2**

THE PROJECT - 3

THE GAME - 4

**REPRESENTATIVE
MAPS - 5/6**

OUR WEBSITE IS LIVE!

MESSAGE FROM THE TEAM

Successfully testing the integration of games within educational contents, in our online courses, offered us the proper context to explore a totally new world: the world of edutainment - a far more complex world, with far more learning possibilities and opportunities of learning for both youth and adults.

Our next product is, as such, an educational video game.

Spanning from Ancient Greece to the 12th century European Renaissance, brimming with historically-accurate characters and events, it can be experienced through two realms: of spirits, thoughts and emotions, and the material world.

HOW WE STARTED OFF...

While most disciplines can be taught through textbooks and lectures, educating values has proven an important, yet particularly difficult segment of teaching which is poorly addressed in most areas of learning. This is particularly why educating values must be done differently since they are sedimented in time, considering implicit learning and learning experience.

Fortunately, today's technology opens up possibilities that were never available before: educating through simulation, which transfers the very individual into an environment where experimentation and acquiring of information comes deeply connected to whatever the aim of the educator is, most often even without the knowledge of the learner.

THE LEARNING PROCESS

Aiming at developing an immersive simulated environment commonly known as video/digital game, in which the learner travels through Europe's history, from its mythological beginnings to the present, actively participating in key events throughout the history and mythology that shaped today's Europe, this approach ensured us that the participants (users of the game) would implicitly acquire values in addition to learning about Europe's history and mythology, culture and civilization.

This unusual journey through Europe awaits you to play your role.

Enjoy The Spirit of Europe - Origins!

"I am Dion of Lakedaimōn. Tonight we prepare. Tomorrow we war with foreigners from the East. I say it's about time my brethren and I got to see some action!"

The Hoplite from The Spirit of Europe - Origins



"I was performing a ritual to honour our ancestors, and to ask them to guide us to a place where we could rebuild our lives. The plants were good, I checked them myself. It must be this... place! It's full of evil."

The Shaman from The Spirit of Europe - Origins



THE PROJECT

AIM

Our aim was to develop an immersive simulated environment commonly known as video/digital game, in which the learner travels through Europe's history, from its mythological beginnings to the present, actively participating in key events throughout the history and mythology that shaped today's Europe. This approach ensures the implicit acquirement of values in addition to learning Europe's history and mythology, culture and civilization.

OBJECTIVES

- 300 adults to gain basic knowledge of European values, history and culture during 18 months of the project;
- 30 adult learning agents/structures to introduce an e-learning GAME as a learning tool for European history and values during 18 months of the project;
- to promote European values among 1000 persons during 30 months of the project.

PRODUCT

Our game connects some of the key values of the European Union with these eras:

- Ancient Greece: democracy as a principle, fundamental western philosophy, mythology, the Olympic Games, mathematics, archetypal stories etc.;
- The Roman Empire: legislative system, religious, sexual orientation, geographic and cultural diversity, state government systems, architecture, etc.;
- Dark Ages: Magna Carta (incipient forms of liberty, popular democracy, justice, freedom of the individual against arbitrary authority), universities, printing press, chivalry etc.;
- The Viking Age: gender equality, exploration, innovation, trade etc.;
- Renaissance: tolerance, pluralism, arts, science, cultural expression, diplomacy etc.

The Spirit of Europe - Origins is a free edutainment JRPG independent game, developed in Unreal Engine 4 and financed by the Erasmus+ programme.

Partners: Euro-Net (Italy), IDEC (Greece), Inercia Digital S.L. (Spain), Millennium Center (Romania), Predict CSD Consulting (Romania).



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The name "gladiator" translates as "swordsmen" in English, from the Latin gladius, sword. They were used for the entertainment of the masses, during the Roman Republic and the Roman Empire.

Did you know?



The Praetorians were elite soldiers of the Roman army who served as bodyguards of Roman emperors. Emperor Augustus established the Praetorian Guard as his personal security unit.

Did you know?



THE GAME

ABOUT

The Spirit of Europe - Origins is a free edutainment JRPG independent game, developed in Unreal Engine 4. As the harbinger of the Mythical Europa, you travel through times and places, possess historical figures and/or random characters, solve quests, battle vices manifested as demons while being helped by virtues, manifested as apparitions of historically-accurate fighting and support units.

In order to play our game, you need to follow a 2-phase procedure, described here: <https://thespiritofeurope.eu/mod/page/view.php?id=19>.

STEPS

1. Register on the platform: www.thespiritofeurope.eu.

For full access to the site, you first need to create an account. Click on the REGISTER button, in the upper-right side of the website to proceed.

2. Take the initial quiz: <https://thespiritofeurope.eu/mod/quiz/view.php?id=4>. Allocate some time to complete the initial assessment and get ready for playing the game.

3. Download and play the game (from) here:

STEAM:

https://store.steampowered.com/app/1689280/Spirit_of_Europe__Origins/;

ITCH.IO: <https://predictcsd.itch.io/spirit-of-europe-origins>;

Boosteroid.com: <https://cloud.boosteroid.com/application/846>.

4. Get your reward.

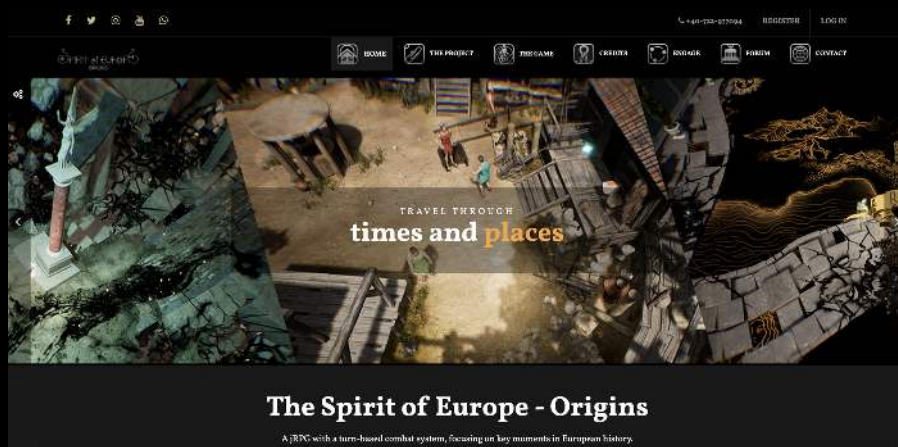
Successfully finish the game, complete the final evaluation and get your certificate.

MAIN FEATURES

- Free;
- Historically accurate educational content;
- Two realms: the spirit realm and the material one;
- Possession system, allowing you to take control of any NPC;
- Economy and building system used to upgrade and recruit units;
- Disciples II-inspired, tactical, turn-based combat.

MORE FEATURES...

- A deeply philosophical, fictional story-line involving gods, virtues, vices, concepts and thoughts, manifested as spirits;
- Over 15 hours of gameplay;
- 58 combat units with over 50 unique abilities;
- Over 240 NPCs to interact with, from ancient Greece to the 12th century European Renaissance
- 13 unique maps offering over 20 quests.



REPRESENTATIVE MAPS



**1.TIMES IMMEMORIAL
- ELEUSIS TEMPLE -**



**2.ANCIENT GREECE
- VILLAGE OF ELEUSIS -**



**3.ANCIENT GREECE
- ATHENS -**

REPRESENTATIVE MAPS



4. TIMES IMMEMORIAL - ANCIENT GREECE -



5. CLASSICAL GREECE - ATHENS -

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