

SPIRIT OF EUROPE - ORIGINS -

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

03

*You-get-involved
Issue*

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SET UP A PLAY POINT



INFOPOINT NETWORK

What is it? How does it work?

Play is an important activity for people of all ages. And since it essentially delivers learning regardless of genre, its content may be enriched with whatever knowledge the designer manages to accommodate while still keeping the product as a game, which requires rules and a rewards system. Whether we sharpen our arithmetic skills by playing checkers or boost our distributive attention by playing a modern shooter game, all games develop some skill at some level, aside from the knowledge about the game itself. But what if the knowledge about the game itself was something so much needed by today's society but poorly if at all, addressed in schools?

This is where YOU come in.

Whether you are a teacher, a youth worker/leader, an educator, a historian, a lecturer or a person that genuinely supports education under its many forms, you can help us out by promoting or disseminating our educational game - The Spirit of Europe - in multiple ways. Firstly, by setting up a **Play Point/InfoPoint network**.

We are planning to have at least 20 structures interested in becoming a local InfoPoint for our educational game. If you represent or work for such a structure (school, high school, youth centre, youth organisation, an organisation working with adults, elderly centre etc.) and this idea connects with your main aim, reach to us (spiritofeuropeorigins@gmail.com) and let us know of your interest. We'll guide you through.

What are Play Points? - They are places where people can play the game such as museums, libraries, adult centres, youth centres etc.; spaces created within interested structures with the purpose to disseminate and promote the result produced among adults and offer them the context to play it, evaluate their new knowledge and process their learning experiences.

Play Points will be actual physical locations within an active organisation/institution/structure in the fields concerned, such as NGOs, schools, universities, companies, public authorities, libraries, museums, elderly centres, adult professional centres, alternative educational centres for youth and adults, youth centres, intercultural centres/institutes etc. These Play Points will be identified by the promoting organisation based on an interest sheet presented by their representatives; further, a general assessment of the resources of these structures will be made in terms of human and technical capital in order to conclude the extent to which they are able to provide users with the predicted digital experience expected by its promoters.

The structures which will be engaged and introduce the concept of Play Point for our game will have to:

- be able to present the game to potential interested users;
- offer instructions for playing the game to interested users;
- give advice, technical support and other kinds of support that the potential user might need (e.g. translation)
- provide a space for interactions, discussions and opinion-sharing with other game users;
- offer feedback and a space for actually processing the digital learning experience.
- offer the users potential contexts for practising the new acquired knowledge, skills or attitudes (workshops, trainings, seminars, international projects/exchanges etc.)



The horrible face of the Abuse Demon, one of the corrupted entities sent to end your quest.

*Travel through times and places,
Possess or meet historical figures,
Battle vices manifested as demons and
Solve quests and learn Europe's history!*

OTHER DISSEMINATION ACTIVITIES

Some other dissemination activities that we envision are:

The Multiplier Network: consisting in “people ambassadors” that will familiarize themselves with the game product, its instructions, as well as the potential impact on the users, they will promote further the video game among the target groups and will offer support in the playing process. We are planning to have at least 30 members in this network to help us disseminate our educational game. If you would like to be one of them, contact us at: spiritofeuropeorigins@gmail.com.

Face-to-face sessions: informing campaign dedicated to reaching 1000 teachers and students through face to face presentations of our educational game.

If you are a teacher, an educator or a lecturer and you would like us to make a presentation for your students about our educational game and how this can be useful as a support teaching material, write us an e-mail to spiritofeuropeorigins@gmail.com. We'll try to honour as many requests as possible.

Adult Workshops: contexts aiming at showcasing the video game to the adults participants, offering them the chance to play it and process their learning experiences in learning controlled environment. If you wish to attend such a workshop, please contact us at spiritofeuropeorigins@gmail.com.

The Multiplier Event (E-GAMES IN EDUCATION): a 2-day event organised during the project, with at least 40 participants (30 from Romania and 10 from other Programme Countries). Follow our website or the other official communication channels of our game (Facebook, Instagram, Twitter) in order to get news about the actual date of the Multiplier Event and the process of registration.

Target groups:

- Adult educators;
- Advanced adult players willing to be involved in dissemination activities;
- Staff members of organisations working with adults, in different educational activities: libraries, museums, educational centres, local administration, information & counselling points/structures;
- Parents;
- Seniors – adults from different kinds of elderly centres;
- Youth workers;
- Cross-sectors representatives.

OBJECTIVES of the event:

- To disseminate the main results of the projects;
- To train the participants in disseminating the game produced in the project;
- To prepare the participants to offer support to the potential players with fewer opportunities;
- To create an environment for future follow up projects on educational digital materials (media, e-learning, game etc).



Pikemen achieved notable successes against the heavily armoured cavalry in battles like that of Courtrai (1302) or the Battle of Bannockburn (1314), witnessing the defeat of the English army at the hands of the Scots.

Did you know?

WE JOINED...

BOOSTEROID.COM

We partnered with BOOSTEROID.COM to offer you a complete, hustle-free experience. A computer with low capabilities is no longer a problem since with Boosteroid you can now fully enjoy our game on an advanced cloud gaming platform.

If you have an account there, go check it out at:
<https://cloud.boosteroid.com/application/846!>



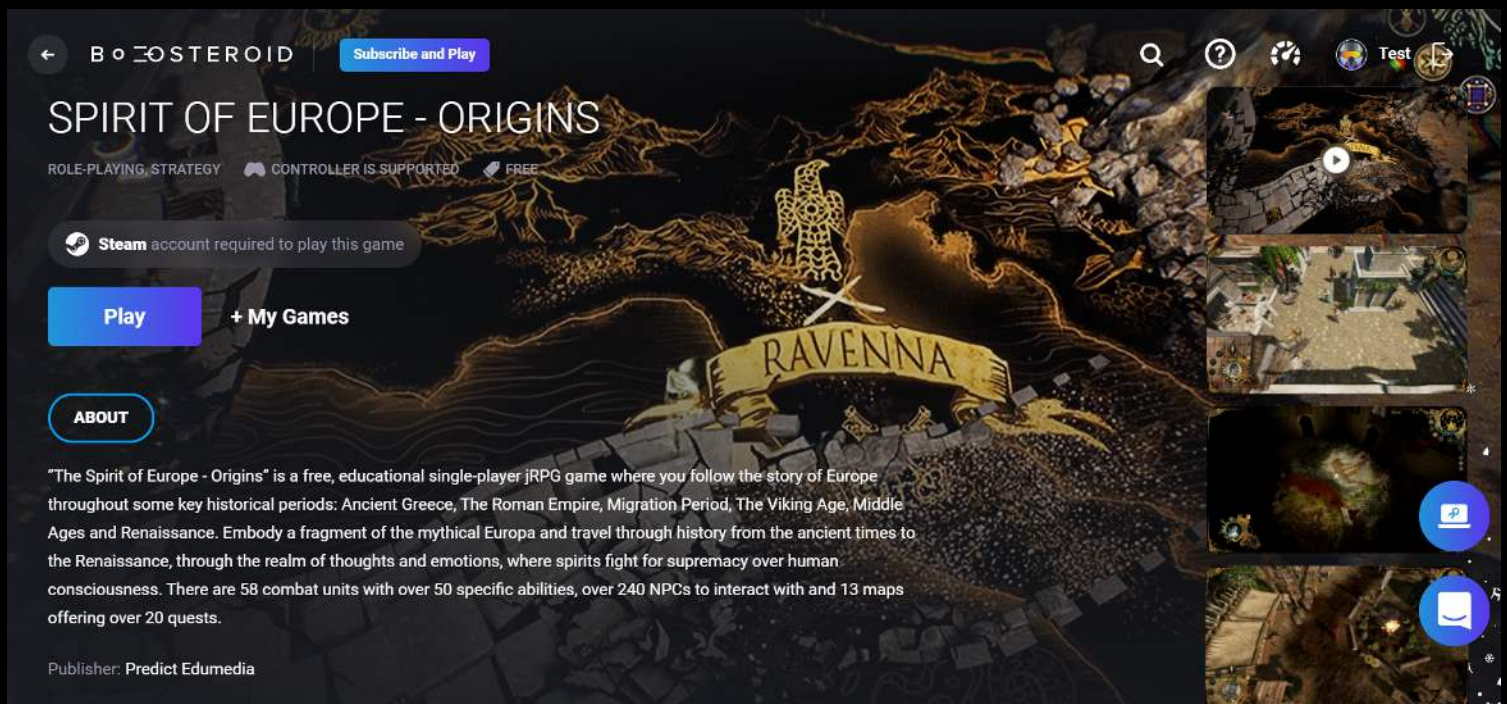
GAME DEVELOPMENT WORLD CHAMPIONSHIP

In 2021, our team submitted an application for the **GAME DEVELOPMENT WORLD CHAMPIONSHIP** where we hope to be considered for:

- Hobby Game of the Year and/or
- Fan Favourite.

You can vote for The Spirit of Europe - Origins here: <https://thegdwc.com/>.

Tyranny is powerful beyond anything you have ever encountered. How could you fight against such crude, unrelentless power?



REPRESENTATIVE MAPS



**11.DARK AGES
- THE VIKING AGE -**



**12.HIGH MEDIEVAL
PERIOD
- MAGNA CARTA -**



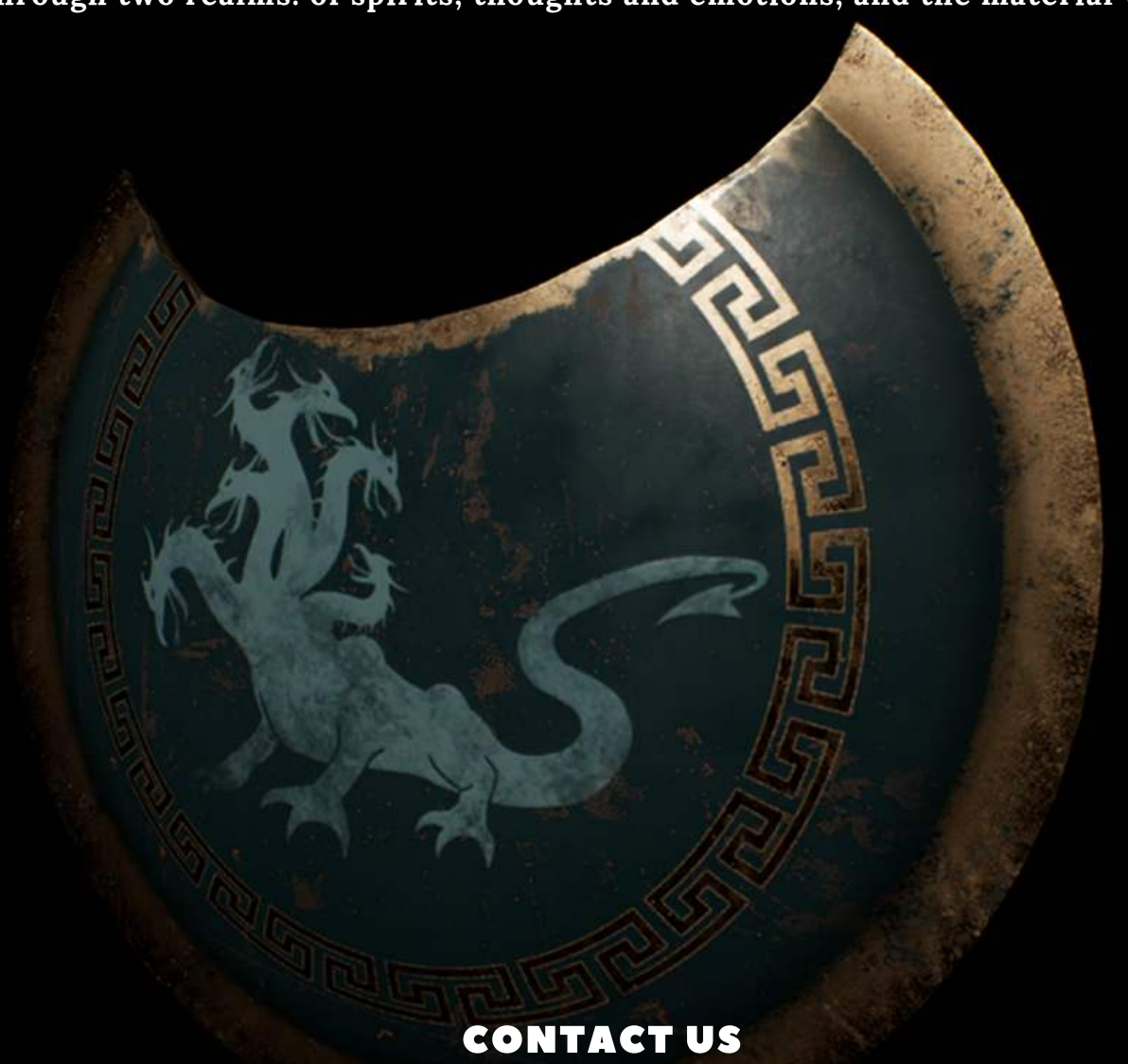
13.RENAISSANCE

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THE SPIRIT OF EUROPE - ORIGINS

A video game brimming with historically-accurate characters and events, experienced through two realms: of spirits, thoughts and emotions, and the material world.



CONTACT US

The Spirit of Europe - Origins



www.thespiritofeurope.eu



spiritofeuropeorigins@gmail.com



+40-722-977094

Predict CSD Consulting

SPIRIT OF EUROPE

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