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ARCH TPM IN ZARAGOZA

On June 27-28, 2024, the partners of the ARCH Erasmus+ Project met in the lively city of Zaragoza, Spain. Geinnova, the Spanish partner, warmly welcomed everyone to their premises, setting the stage for two productive days. The main agenda? To discuss and advance the project's three main results. First up was PR1, the application for mobile devices of digital browsing platform and presentation of information of cultural points of interest. The partners dove into the final tweaks needed to make the app user-friendly and effective in showcasing cultural points of interest. Everyone agreed that these last changes will be wrapped up soon, moving closer to launching the app.

Next, the focus shifted to PR2, the interactive educational game for elementary school children. The game aims to make cultural education fun and engaging for young students. The partners mapped out the piloting phase, where elementary school teachers across all partner countries (Spain, Cyprus, Greece, Italy) will test the game and share their feedback through online questionnaires. This feedback phase will run through the summer, and, in September, national reports will be compiled and the game will be fine-tuned based on these insights.



PR3, the guide to the application of modern game-based learning techniques in secondary education, is progressing smoothly. Partners shared updates and made sure everyone is on the same page for the upcoming tasks. This guide is set to help educators bring innovative teaching methods into their classrooms, and it's exciting to see it taking shape!

Beyond the project results, project management and dissemination were also discussed. The partners assessed current practices and brainstormed ways to ensure the project reaches a broad audience and makes a lasting impact. Emphasis was placed on leveraging social media and educational networks to amplify the project's visibility and engagement.

The Zaragoza meeting wrapped up with a renewed sense of collaboration and purpose. A clear timeline was set, and the next steps defined to keep the project on track. The next face-to-face meeting is in September 2024 in Corfu, Greece, where the final get-together before the project wraps up will take place. This will be a crucial meeting to review achievements, finalize remaining tasks, and plan the closing activities. In preparation for this, partners will continue their diligent work, ensuring all deliverables meet the high standards set forth from the beginning.

The ARCH partnership is committed to enhancing cultural education through digital tools and game-based learning. The Zaragoza meeting showcased the collaborative spirit and dedication of the partners. As the project heads into its final stages, there is excitement to deliver educational resources that will benefit teachers and students across Europe. The enthusiasm and dedication demonstrated at this meeting underline the potential impact of the ARCH project, promising a legacy of enriched cultural understanding and innovative educational practices.

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