

Bringing childhood,
gamification and
culture together.

GO!

GAME ON



Co-funded by
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CREA-CULT-2021-COOP

24 months

Creative Europe Programme CREA



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Παιδεία και Θρησκεία



Introducing innovative patterns in children's education through gamification

It brings together 4 partners from 4 EU countries with the aim of bringing gamification in cultural processes, with a specific focus on developing new digital educational products dedicated to childhood.

Project

Coordinator: Romagna Tech Societa Consortile Per Azioni (IT)

Partners: Stichting for Education on Agility Liberating Structures (NL)
Esteetön taide ja kulttuuri ry / ACCAC Finland (FI)
Politistiko Parko / Cultural Park S.A. (EL)

A NEW MODEL FOR CHILDREN'S EDUCATION

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Game On!

- Intends to act as a forerunner in the dissemination of a new model for children's education in humanities
- Based on greater contamination between digital products and 'traditional' educational programmes

BRINGING TECHNOLOGY ON!

By developing innovative digital products for children's education, Game On! aims to:

- stimulate actors from the cultural and creative sector to pursue greater efficiency and competitiveness in the digital production of cultural goods and services
- contribute to accelerate the digital transition in cultural education within and beyond educational institutions

Game On in Web and Social Media

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[Website: Game On! – ACCAC Finland](#)

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