e-Civeles

3D models from historical towns

The core of the video games will be the implementation of the four historical city centers, where the players will have to orientate themselves through the streets and squares in downtown in order to find the main monuments.

Players will be able to learn about the historical timeline of the city, facing different minigames and solving a final trial before traveling to the following country.

These games will be easily available in the e-learning platform, where other important materials will be also found, such as a data base with already existing games from all the countries participating in the project, a user's guide and a handbook including a curriculum, among others.

The cities to visit through these video games will be:

Evora (Portugal),

Antequera (Málaga)

Udine (Italia)

Velenje (Slovenia)

Co-funded by the Erasmus+ Programme of the European Union

OUR HERITAGE: WHERE THE PAST MEETS THE FUTURE

2018 EUROPEAN YEAR OF CULTURAL HERITAGE #EuropeForCulture

Web site www.e-civeles.eu

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DIGITAL COMPETENCES AND INTERCULTURAL VALUES IN E-LEARNING ENVIRONMENTS

The acquisition of digital skills by people over 55 and immigrants and refugees is the objective of the international E-Civeles project as well as a better knowledge of their own city history and monuments

e-Civeles

The project

The project has received in 2017 European funding under the Erasmus+ programme.

It aims to respond to a specific population whose growth trend in the near future is clear.

The common factor that unites older people and immigrants or refugees is that they all have high rates of difficulties in acquiring digital skills.

They also present the need to improve other types of skills, such as geospatial skills, cognitive stimulation (among people +55) or foreign language skills (immigrants), among others.

In relation to the digital divide, coordinated actions are needed to integrate the population at risk of social exclusion into the ICT world, an objective in line with Action 61 of the Digital Agenda of the 2020 Strategy.

The partnership

The project is coordinated by

the UNIVERSITY OF MALAGA—Spain

The consortium of the partners is composed by:

BIBA - BREMER INSTITUT FUER PRODUKTION UND LOGISTIK GMBH—Germany

TREBAG INTELLECTUAL PROPERTY- AND PROJECT-MANAGER LTD— Hungary

UNIVERSITA' DELLE LIBERETA' —Italy

UNIVERSIDADE SENIOR DE EVORA — Portugal

INTEGRA INSTITUT—Slovenia

The aim of the project

The aim of the project is to create innovative materials and resources that promote the acquisition of digital skills, aimed primarily at teachers in this population target - as an engine for educational improvement - but without forgetting all the learners, the final target groups of the project, and which will also be taken into account in the different activities developed during the project.

Other actors from the educational, political and administrative, public and private sectors will also be involved.

In order to achieve the objectives, a set of resources will be created where motivation will be the main driving force.

For this purpose the use of ICT will be promoted from a recreational perspective such as a 'game-playing' by creating a set of videogames (**3D models from historical towns**) inserted in a virtual platform with other supporting resources and communication tools that will promote the active participation of the users.