



Newsletter “HUNT for Europe” EU project

The “HUNT for Europe” EU Erasmus+ project is a two years long EU funded project that has seven partners: The Resource Center for Integration in Denmark is the coordinator and the partners are in Austria, Germany, Greece, Italy, Ireland and Spain. The partnership met already three times: the kick-off meeting happened in Vejle, Denmark (October 2017), followed by the second partner meeting in Vienna, Austria (April 2018) and the most recent one was scheduled in Mallorca, Spain (September 2018).

This Erasmus+ project is developing an interactive 3D computer game. Through speech recognition and virtual environments the interactive user will gain knowledge and skills that can be put into practical use. The specifically designed game narrative will motivate enthusiastic users to acquire new skills.

The focus of the project is gamification as an educational tool in order to learn new languages and become culturally more sensitive and furthermore discover some history about each partner country. It follows the previous project HUNT for Harald (<https://www.huntforeurope.eu/games/>) Now the European partners are transferring their ideas to their own country – each partner is designing their own hunt. For example: one can learn German with the famous composer Ludwig van Beethoven; learn Danish with the King of Denmark and Norway Harold Bluetooth; learn Greek with the Greek philosopher Pherekydes; learn Italian with the first prime minister Camillo Benso the Count of Cavour; learn Spanish with Queen Isabella I. and learn English with the Irish navigator St. Brendan.

Partners are very enthusiastic about the innovative aspect of gamification as expressed in surveys about the project conducted by the Irish partner as Quality Manager:

“It provides teachers with a new, exciting and powerful tool, and gives learners all over the EU (and outside) access to more learning opportunities, any-time, any-where they want to learn.

It is a project with a fantastic mix of the most needed challenges and most interesting development areas: 3D gaming, language learning, communication and integration.

It's not just about learning the language and understanding culture, it's fun through the gaming, and by this it motivates (hopefully) in a special way.

The project is a real challenge, its result will be the result of cooperation, comparison of cultures, languages, approaches, different ideas, the result will be a European result, that is the added value, a product made with an European soul that will help people to be part of the European word, a sort of net that will create a bigger net that will expand generating unending results.”

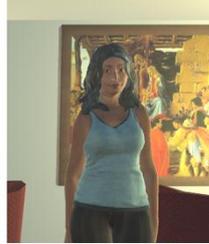
The next partner meeting will take place in Tralee, Ireland during March 2019.

If you would like to get further information about the project and/or would like to join our testing team during 2019, please contact: Thomas K. Hansen, Banegårdspladsen 6, 1 – 7100 Vejle. +45 6171 0834, thkha@vejle.dk

Our TEAM for HUNT for EUROPE ;-)



Steve



Maria



Pavan



Azadeh



Patrick



**Ludwig van
Beethoven**



Pherekydes



**St. Brendan
the Navigator**



**Camilo Benso
the
Count of Cavour**



Queen Isabelle I.