

"Revolutionizing Education: WE Real World Education's Green Milestone"



WE: Real World Education is an Erasmus+ project co-financed by the European Union. The project WE: Real World Education has entered Work Package 5 phase (WP5). We are pleased to present our results so far to you.

Accomplished Results: After implementing the WE Knowledge HUB, an interactive e-learning platform, the partnership completed the following activities, which were included in WP5:

Creation of the WE: Real World Education Mobile App: The main objective of WP5 was the creation of the WE: Real World Education gamified app. This app aims to help the users to increase their environmental awareness, learn more about eco-friendly practices and construct an eco-friendly mindset, and play at the same time. By using this interactive methodology, users can effectively and enjoyably delve into essential sustainability topics, developing greater awareness and skills necessary to address the environmental challenges of our time. The app is available at this link:

- **Google Play Store:** <https://play.google.com/store/apps/details?id=com.worldEducation>
- **iOS App Store:** <https://apps.apple.com/it/app/world-education/id6737476568>

Developing 17 interactive training scenarios related to the Sustainable Development Goals: We created training scenarios, with real-life examples, in order to enhance user's awareness on sustainability thematic. New levels and features will be unlocked, according to

the quality of the decisions the player will make and depending on how environmentally-friendly the choices will be.

Creation of a leaderboard and relevant news section: the gamified app contains a leaderboard section, allowing users to see your place amongst all the other players. Users can also see the time each one has dedicated to the game and the score which is shown by the achievement levels of the game. The game also contains a “News” section, where users can get information about the environmental actions taking place in their cities and countries.

Multiplier Events in 6 countries: Multiplier Events were organized in six European countries (Latvia, Greece, Italy, Denmark, Spain, Cyprus), aimed at dissemination and exploit project results among target groups and people interested in environmental themes. More than 120 participants had the occasion to participate in the events, raising the overall environmental awareness and discovering new ways to gather knowledge on eco-friendly actions and mindset.

Project end and next steps: We are grateful for the support shown in WE's initiatives. Our next step aims to fine-tuning the gamified app, making it even more accessible and suitable for its purpose. Be sure to keep following us on our website and Social Media platforms!

FOLLOW US ON OUR WEBSITE AND SOCIAL MEDIA:

Website: <https://we-world.eu/>

Facebook: <https://www.facebook.com/profile.php?id=100090723957998>

Instagram: https://www.instagram.com/we_worldeducation/

LinkedIn: <https://www.linkedin.com/company/91061243/admin/feed/posts/>

