



DIGITAL RURAL-GAME

JANUARY 2020
#NEWSLETTER 1

"Improving Digital Skills in Rural Areas of Europe"



The **DIGITAL RURAL-GAME** gets underway!

REFERENCE NUMBER: 2020-1-ES01-KA204-081867

The **DIGITAL RURAL-GAME** project aims to promote the acquisition of digital competences and other soft skills needed to eliminate the digital gap among low-skilled adults in rural areas in Europe.

The achievement of the objectives of the project will allow low-skilled adults to access the new jobs that digitalization will bring, minimizing the risks of long-term unemployment in the most disadvantaged rural areas.

The project runs under the coordination of Acción Laboral (Spain) and the partnership includes 4 partners, Cardet from Cyprus, I&F Education from Ireland, CATRO from Bulgaria and SPEL from Portugal, who contributed their expertise and actively participated in the first transnational project meeting, setting solid foundations for the project implementation last December.



**THE ONLINE KICK-
OFF MEETING -
09/12/2020**

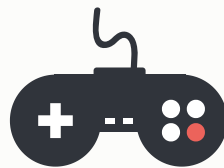


DIGITAL RURAL-GAME

RESULTS

Our project aims to develop materials based on the project's intellectual outputs we have set out. The idea is to support professionals in the field of adult education, who are in search of employment or who seek to improve their employment status.

These materials will be based on the concept of "gamification", a learning technique that moves the mechanics of games to the educational-professional field in order to achieve better results, either to better absorb some knowledge, improve some skill, or reward specific actions, among many other objectives.



INTERACTIVE ONLINE GAME

An Online Game will be developed to support and offer a new service to the low-skilled adults in rural areas, bridging the digital divide and contributing to the improvement of employment opportunities for this group.

HANDBOOK FOR DIGITAL LOW-SKILLED ADULTS AND ADULT EDUCATORS IN RURAL AREAS

A Guide for Adult Educators and Employment Advisors and another for the players themselves will also be developed with the aim of facilitating the use and dissemination of the game throughout Europe.

PARTNERSHIP



sociedade promotora de estabelecimentos de ensino, lda



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