



eCrisis

Inclusive education through playful and game-based learning to foster the development of social, civic and intercultural competences

countries represented



no. of partners



programme

Erasmus +

topic: inclusive education through playful and game-based learning



The 3-year eCrisis project aims to enable inclusive education through playful and game-based learning and, thereby, foster the development of social, civic and intercultural competences such as conflict resolution, creative thinking, and reflective debate in primary and secondary education students.

The last decade of European history has been characterised by serious societal challenges and conflicts which occur as emergent by-products of economic recession, social structure instabilities, and most recently, the refugee crisis. An increasing number of citizens in Europe are still nowadays culturally, socially, and educationally excluded.

eCrisis will build on two games (*Village Voices* and *Iconoscope*) to examine the problems emerging across Europe in school communities and societies, such as refugee exclusion; European debates—relating to economic crises—that imply cuts to spending on education, and bullying. Culminating in game-based activities that use 21st century conflict resolution skills and creative problem solving, particularly in primary and secondary school education.



<http://ecrisis.eu/>

“ We aim to facilitate playful pedagogies and digital games that foster inclusion of all, regardless of social background, language, and appearance.”

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