

Press release of the Lingua Trek project

We are happy to announce the beginning of our project Erasmus KA220 “Lingua Trek: transforming foreign language education in Europe through digital game-based approach”. Lingua Trek aims to improve the quality of English language education in Europe by promoting the use of the English language in authentic contexts. The hybrid teacher professional development training will equip language teachers with an innovative method of teaching using digital games, while the implementation of the digital game will provide opportunities for students to actively use the language in real-life situations while fostering cross-cultural understanding and appreciation.

The project results are the development of a detailed game scenario document and accompanying learning materials outlining the game objectives that align with the principles of digital game-based language learning, a fully functional mobile game that has been tested and refined through formative evaluations as well as a hybrid teacher professional development training, aiming to help teachers gain the necessary skills about how to effectively integrate Lingua Trek into their teaching practices.

The Innomate Ltd. in Turkey, the Danmar Computers in Poland, the Zonguldak Bulent Ecevit University in Turkey, the Connectus M.IKE in Greece, the Erasmus Universiteit in Rotterdam, Netherlands, the Ângulos e Argumentos in Norte Lousada, Portugal and the 4th Primary School of Nafplio in Greece, under the coordination of the Colegio Virgen de la Rosa in Burgos, Spain, met online, for the first time, on the 11th December 2023, so as to discuss the details of the partnership. The 2nd online meeting took place on the 29th January 2024 and it was about the date of the KoM, the Admin Project (AP), and other important project details. The kick-off meeting was scheduled on the 24th April 2024 in Burgos Spain, where all partners presented their schools and organizations and laid the foundation of their Erasmus project. During the meeting, the project description and partners’ responsibilities were discussed thoroughly, as well as the needs analysis survey, the website, and the dissemination plan.

Funded by the European Union. Views and opinions expressed are however those of the author(s) only and do not necessarily reflect those of the European Union or the European Education and Culture Executive Agency (EACEA). Neither the European Union nor EACEA can be held responsible for them.

