

Welcome to the project website

ILGRECO - Implementing Learning Game Resources based on Educational Content Project No. 230039-CP-1-2006-1-LT-GRUNDTVIG-G11 The project is focused on designing a new training course of using game's methodology for adult education. The main project activities are based on training and testing in new ways of e-learning/game using mobile devices and technologies for improving educational and training methodologies under multiple game educational scenarios based on TCP/IP networks. The identified target groups are adult educators and trainers with the attention to non-formal and informal education. Participating countries:

- Coordinator: VšÄ® Švietimo ir kultÅ«ros mobiliÅ³jÅ³ technologijÅ³ institutas, Vilnius, Lithuania
- Matematikos informatikos institutas, Vilnius, Lithuania
- Ð;Ð ÑÑfÐ¶ÐµÐ½Ð, Ðµ “Ð~Ð½Ñ, ÐµÐ³Ñ€Ñ°”, Sofia, Bulgaria
- Polo Europeo della Conoscenza – Consiglio per l’integrazione educativa europea Verona, Italy
- Centro de Formación del Profesorado e Innovación Educativa de Salamanca, Spain
- MDR Partners/Calimera, London, UK
- Centrul de Pregatire Profesionala in Cultura, Bucharest, Romania
- ΠανεπιστÎµιοΚÎ•πρου (The University of Cyprus Library) , Nicosia, Cyprus
- SÜLEYMAN DEMÄ°REL ÜNÄ°VERSÄ°TESÄ°, Isparta, Turkey

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