

Partner search

Culture and Serious Games

Strand/category Future Calls for Digital Game Based Learning (GBL), XR Technologies and AI in the Cultural Sector.

Cultural operator(s)

Name	Cultural Center for the Children and the Art
Short description	Cultural Institution to enhance distance learning and interactive applications for children (0-18).
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Project

Field(s) An innovative project for enhancing cultural learning through a non-formal educational methodology based on Digital Game Based Learning (GBL) and AI.

Partners searched

Countries	All EU countries
Profile	We are looking for other European Creative Technologies Organizations specialized in Game Based Learning (GBL), and AI focusing in children and young adults. We are also looking for Academic Institutions and Cultural heritage Organizations engaged in educational programmes based on the History of Arts.