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Newsletter #1

Get to know the i-Game Project!



The project “Building a community for the co-creation of games with high impact on innovation, sustainability, social cohesion, and growth”, abbreviated as i-Game, implemented under the “Horizon Europe” Programme, aims to create an accessible platform for the design and development of open-source games. This platform will facilitate the co-creation of games by different interested parties in ecosystems of cultural and creative sectors and industries (CCSI), to enhance innovation with a positive impact on social cohesion and sustainability.

Recognizing the importance of video games in the modern cultural environment, the three-year European project, “i-Game,” aims to:

- Attract interested parties and professionals from the world of video games, of different abilities, specializations, and expertise, providing them with knowledge, presenting new ideas, in order to enable them to exploit new opportunities.
- Provide a collaboration platform with innovative tools for co-creating games for mobile devices and virtual reality devices with the participation of users (game designers, game developers, end users) from different backgrounds and sectors.
- Develop an ethical design culture in the video game industry.
- Monitor, evaluate, and manage the impact that video games have on different sectors, mainly targeting culture (museums), the creative industries, and the fashion/textile industry.
- Understand why and how online games positively affect people, culture, and society, elements that will help us extract the necessary ingredients for the development of a new generation of games aimed at improving people’s well-being.

The accessible, inclusive platform will facilitate the participation of a diverse group of interested parties, enriching the community with advanced ideas and backgrounds, allowing the creation of new alliances, solutions, and unveiling new opportunities.

Additionally, the collaborative platform will support the project's community, beyond offering a plethora of digital tools, in defining, designing, and implementing relationships, collaborations, and games. Essential elements so that the initiative eventually transforms into an ecosystem in which participants find motivation and inspiration, connect their personal goals with those of other interested parties, and share the knowledge produced.

The i-Game project consortium, consisting of organizations and entities with diverse backgrounds and expertise, ensures the interdisciplinary approach required to address the complex issue of the impact of games on innovation, sustainability, social cohesion, and economic growth.

[> Read more](#)

News



The online launch event of the Museum Innovation Community Platform welcomed the “i-Game” Project

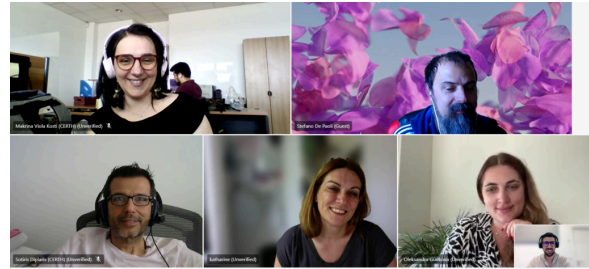
Our vibrant partners of the i-Game project, “MuseoSpace Foundation” with Diana Fehr and “Uni Systems” with Maro Magoula were among the inspiring speakers of the Museum Innovation Community Launch Event that was held online on the 2nd of July 2024.

[> Read more](#)

Fostering synergies with EU funded projects “GAME-ER” and “Gamehearts”

The i-Game project recently held its first official meeting with our sibling projects, [Gamehearts](#) and [Game-ER](#).

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"i-Game" visiting “Let’s PlAI” event in Florence

The i-Game Project was actively present at the exhibition of Accademia Italiana – Art, Fashion & Design that was held in Florence 11th – 14th of June, 2024.

Museo del Tessuto, one of the i-Game project partners in Italy, entered the world of gamification by attending the "Let's PlAI" event, organised as part of the side events of PITTI UOMO.

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“i-Game” project goes to Beyond Expo by joining the roundtable on “Games for Culture and Society” in cooperation with “Epic-WE” project

The partners of the “i-Game” project, Centre for Research & Technology Hellas (CERTH) and Business and Cultural Development Centre (KEPA) from Greece and MuseoSpace Foundation from the Netherlands, participated in the Beyond Expo by joining the roundtable on “Games 4 Culture & Society”.

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The first technical meeting of “i-Game” project in Spain

In Barcelona, April 3rd and 4th, 2024, the first technical meeting of the “i-Game” project took place, organized by project partner “Cookie Box”. The meeting intended to make the participants familiar with concepts such as “gamification”, “community building”, “storytelling”, that is game design tools and techniques that will be used for the development of a digital game platform.

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Kick-Off meeting for the i-Game Project

A multi-dimensional consortium of actors from technology, entrepreneurship and cultural world, coordinates the new European project “i-Game” in the Cultural & Creative Industries. On February 20 and 21, 2024, the Kick-off meeting of the project took place at the premises of the Centre for Research and Technology Hellas (CERTH), which is also the project’s Lead partner. A total of eleven organizations from distinguished universities, museums and cultural institutions collaborate under the umbrella of “i-Game”, i.e. The Business & Cultural Development Centre (KEPA), Raising the floor, Cookie box, Nurogames GMBH, Museospace, KU Leuven, Open Impact, Prato Textile Museum Foundation, Unisystems, Estonian National Museum.

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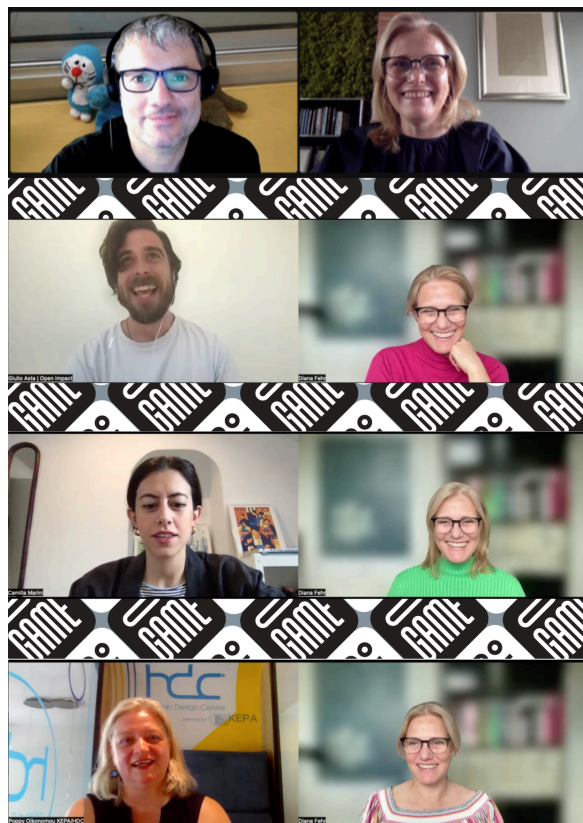


The i-Game Podcast

Join the “i-Game” podcast series and find out more about research activities of the i-Game project.

This series offers different perspectives from our project partners, providing insights into their roles and their individual understanding of the project. The podcast show is produced by “MuseoSpace Foundation”, a partner of the i-Game project, with Diana Fehr hosting the podcasts. We are proudly presenting the first four Episodes focusing on Inclusive Game Design and Innovation through serious Gamification.

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Articles



“Serious Games & GAMIFICATION as an innovative driver for learning, enhancing engagement, creativity, social cohesion, and growth”

by Dr. Oscar García Pañella, Cookie Box

[> Read more](#)

Share your expertise...

Be Interviewed!

Volunteer your expertise for building a community that promotes accessible game development to make culture more accessible to all!

Inclusive design encourages diverse perspectives and can lead to innovative solutions.

Interviews and focus group discussions are now taking place, involving a wide range and very diverse group of experts and professionals...

... Join the i-Game community and Make the Difference!



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