



Non-Formal Education: Games for Energy Efficiency and Green Practices

Konstantina Geramani¹, Andrea Petrus¹, George Ioannidis¹

¹IN2 Digital Innovations GmbH

Abstract

Climate change and environmental degradation through the destruction of ecosystems are an existential threat to Europe and the world. The European Commission's outline and guide through the European Green Deal, tries to transform Europe into the first climate-neutral landmass by 2050 without leaving anyone behind. The only way to reach this goal is by turning climate and natural challenges into real opportunities, by fair and comprehensive activities for all.

GENTLY (<https://gently4youth.eu>) is an Erasmus+ project focusing on three out of 17 OECD sustainable development goals which are: "Education", "Sustainable consumption and production patterns" and "Taking urgent action to compact climate change and its impacts". It brings together experts from 7 European countries (Cyprus, Germany, Greece, Hungary, Lithuania, Romania and Spain) to offer added value, reclaim international cooperation, and deploy digital tools for informing and educating the youth in a non-formal, playful and joyful way on energy efficiency and green deal practices. The project's main scope is to create an innovative package of games, both board and online and to provide game-based learning to as many as possible young people, youth workers and young people who are visually impaired. GENTLY conducted research analysis investigating climate change facts and green deal actions, scoping to energy efficiency maximisation and green deal.

The project developed an innovative training game package on energy efficiency issues for youth workers, young people and visually impaired young people. Its ultimate goal is to develop an attractive and suitable framework able to empower and inform young people on the actions needed to achieve sustainability goals but at the same time educate and raise awareness on urgent environmental issues across Europe. The presentation will include an interactive part where participants will be able to play the board and digital versions of the game to prove the effectiveness of the project of learning by playing.

Keywords: educational games, e-learning, energy efficiency, environmental education, youth