

The Project

WE: Real World Education project is funded by the European Union's Erasmus+ programme. The primary goal is to promote environmental awareness and develop a range of tools to facilitate the integration of sustainable development and environmental awareness skills in adult education.

Mission

The mission of the WE project goes beyond mere objectives; it embodies a vision for a sustainable future. By engaging adults through interactive learning, the project not only aims to raise awareness but also strives to cultivate a widespread environmental consciousness. This initiative is not just about education; it's about empowering individuals to make informed choices and take proactive steps towards sustainability. Moreover, it aligns closely with efforts to improve learning opportunities for adults and NEETs, ensuring that everyone has the chance to contribute meaningfully to a greener, more sustainable world.

Partners



Project Coordinator



World Education

Real World Education

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WE Real-World Education to foster environmental awareness



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Visit our website: <https://we-world.eu/>



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Objectives

We are focusing on creating the WE World Education gamified app, which is aimed at facilitating interactive learning experiences. This app is specifically tailored to increase the environmental awareness and learn more about eco-friendly practices, through making right decision in real life scenarios. The app also contains a news section regarding environmental actions taking place in user's city. Also, Multiplier Events are organized in six EU countries, to raise awareness about project results among people.

O1: To plan and design the concept of the app, the integrated features, compatibility with Mobile Operation Systems (iOS & Android), identification of the target group and their needs/expectations.

O2: To develop the gamified interim application challenges, design of the main structure, Interaction and content design.

O3: To evaluate, translate and release the app on Google Play Store and iOS App Store.

O4: To organize Multiplier Events in 6 European Countries, in order to raise awareness among people, exploit project results and disseminate the achievements of the consortium.

Project Results

The main result is the creation of the WE World Education gamified app, an inclusive and user-friendly app that will help users to increase their environmental awareness, eco-friendly practices and mindset, in a fun and interactive way based on character development and different real life scenarios.

The production of 17 interactive training modules one for each Sustainable Development Goal by the European Union.

The organization of Multiplier Events in 6 EU countries (LT, GR, SP, CY, IT, DN) to disseminate project results, raise awareness about environmental and eco-friendly practices, and to engage target groups in using project results.

