ANTURA

**interactive learning game for refugee and migrANT
children's inclUsion and integRAtion**

**Project Upscaling Plan
within the Erasmus+ Framework**

Living and adaptive document

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Introduction

The document is iterative in nature, meaning its content is subject to modification, improvement, and updates based on emerging needs identified during the project's implementation. At this stage, it serves as a preliminary overview, providing a foundational framework that will evolve as the project progresses and additional insights are gained. This is the internal document created for project purposes.

The ANTURA project, developed under the Erasmus+ framework, is an innovative initiative designed to support young migrant and refugee children, aged 5-8, in acquiring the language of their host country and facilitating their socio-cultural integration. Recognizing the urgent and complex challenges faced by these children as they adapt to new environments, the project aims to create a holistic and engaging learning experience through a specially designed educational game.

The upscaling plan for the ANTURA project is ambitious yet meticulously structured, encompassing several core components aimed at maximizing the project's impact across Europe. These include: expanding and etrengthening international cooperation, adapting educational content and technological tools, teacher training and capacity building, pilot testing and evaluation, promotion and dissemination strategy.

The comprehensive upscaling plan of the ANTURA project serves multiple vital purposes. First, it aims to provide young refugees with a supportive and engaging tool that makes language learning enjoyable, thereby lowering psychological and emotional barriers to integration. Second, it equips teachers with innovative resources to handle the unique challenges of teaching linguistically and culturally diverse classrooms. Finally, by fostering collaboration and promoting best practices across Europe, the project aims to create a sustainable impact that extends beyond the initial funding period, potentially transforming educational approaches for refugee children across the continent

Initial planning and needs analysis

The ANTURA project initiates with a comprehensive phase of analysis and preparation, designed to establish well-defined goals and systematically identify the resources necessary for effective implementation and long-term scalability. This crucial stage, under the leadership of the Cologne Game Lab (CGL), spans from December 2023 to November 2026, laying the foundation for the entire project. Below are the key components of this phase:

Defining Objectives and Key Performance Indicators (KPIs)

The primary goal of the ANTURA project is to create a supportive and engaging learning environment for migrant and refugee children aged 5-8, helping them acquire the language of their host country while also easing their socio-cultural integration. Given the complexity of language acquisition and cultural adaptation, the project sets precise objectives that are measurable and impactful.

- **Main objectives**: The game aims to provide children with an accessible and engaging tool for language learning, making the process enjoyable and effective. By integrating cultural elements, ANTURA fosters a sense of belonging and familiarity with the new environment, helping to alleviate some of the psychological and emotional barriers these children may face.
- **Specific KPIs**: To evaluate the success of the project, specific indicators have been defined:
    - **Teacher training**: Successfully train 610 schoolteachers and mediators in Poland and France. This training will equip educators with the skills and knowledge necessary to integrate the ANTURA game into their daily teaching practices.
    - **Wider educational reach**: Organize three Europe-wide webinars to train an additional 150 teachers from various European countries. These online sessions will focus on sharing best practices, demonstrating the game's functionality, and discussing strategies for maximizing its impact in diverse educational settings.
    - **Language and integration impact**: Measure the progress of children using the game, assessing improvements in language proficiency and socio-cultural awareness. Collecting and analyzing this data will be critical for ongoing development and refinement of the game.

Resource assessment

The project undertakes a rigorous assessment of the resources required to achieve its ambitious goals. This involves a detailed review of financial, human, and technological assets to ensure the project's sustainability and effectiveness.

Financial resources

The ANTURA project is funded with a substantial Erasmus+ grant of 400,000 EUR. A financial plan is established to allocate this budget across different project activities, such as game development, teacher training, promotional campaigns, and impact evaluation.

Human resources

The project leverages a diverse team of experts, including game developers, educators, linguists, psychologists, and cultural integration specialists. Each member brings unique skills crucial for the game's development and the educational training sessions.

- o **Game Development Team**: Includes specialists in programming, game design, sound engineering, and art who will work together to develop a culturally and linguistically adaptable game environment.
- o **Educational Experts**: Experienced teachers and curriculum developers contribute to designing training materials and workshops. These experts ensure that the educational content aligns with language learning theories and best practices for working with refugee children.
- o **Psychologists and cultural intrgration specialists**: Professionals in these fields will help adapt the game to be sensitive to the emotional and psychological needs of children who may have experienced trauma or cultural disorientation.

Technological resources

The project utilizes advanced game development platforms and tools, ensuring the game is engaging and accessible on multiple devices, including smartphones and tablets. Infrastructure for hosting training sessions and webinars is also secured, with a focus on user-friendly digital tools to facilitate teacher engagement.

Local needs analysis

Understanding the specific challenges faced by refugee and migrant children in their host countries is vital for the project's success. The ANTURA project conducts a thorough needs analysis in both Poland and France to tailor its approach effectively.

- **Surveys and data collection**: The project team conducts surveys among refugee children, local educators, and community leaders to gain insights into the linguistic and cultural barriers faced by refugee children. This research helps identify the most pressing needs and informs the game's content and features.
- **Focus groups and consultations**: The project organizes focus groups with children, parnets, teachers and cultural mediators who work closely with refugee children. These discussions provide valuable qualitative data about the children's learning habits, emotional well-being, and cultural adjustment challenges.
- **Community engagement**: In addition to working with schools, the project engages with local community organizations and parents to gather comprehensive information about the children's backgrounds and needs. This engagement ensures that the game content is relevant and culturally appropriate, while also fostering a sense of community ownership of the project.

By addressing these elements with precision and care, the ANTURA project aims to create a robust framework that supports language acquisition and integration for young refugee children, while equipping educators with the tools they need to facilitate this process.

Expanding and strengthening international cooperation

International collaboration is a key aspect of the ANTURA project. With a diverse consortium of partners from Germany, France, Spain, and Poland, the project draws from the unique expertise and specialized knowledge of each member. Together, they work towards the shared vision of supporting migrant and refugee children in language learning and socio-cultural integration. The following activities are part of this component:

Building strategic partnerships

ANTURA relies on a well-structured network of partnerships that extend the project's international reach and increase its effectiveness. These partnerships are essential for sharing knowledge, resources, and previously developed solutions that enable the smooth implementation of the project.

- **Collaboration with key institutions**: Establishing strategic partnerships with institutions such as Académie de Nantes (CASNAV) in France and Nationwide Educational Operator (NEO) in Poland is crucial. CASNAV specializes in the education of immigrant children, and their expertise is vital for adapting educational content to the needs of students from diverse cultural backgrounds. Meanwhile, NEO, as a leading educational operator in Poland, has an extensive network of schools, allowing for broad implementation of the game within the educational system.
- **Effectiveness and reach**: This partnership-based approach maximizes the project's reach and effectiveness. Local partner institutions support project activities, ensuring that teachers receive the necessary training and support. Partnerships also facilitate the seamless integration of the game into school curricula, enhancing its educational value and positive impact on children.

Workshops and consultative meetings

Ongoing knowledge exchange and experience-sharing among project partners are essential to achieving shared goals. ANTURA creates opportunities for effective collaboration and integration through regular workshops and consortium meetings.

- **Training workshops**: From the project's outset in December 2023 (consortium meeting CM1), co-creation workshops are planned, where partners and teachers collaborate on developing the game and integrating it into educational systems. These workshops provide opportunities to present progress, test new educational concepts, and gather feedback.
- **Consortium meetings**: Regular meetings involving all partners will take place throughout the project's duration, facilitating the synchronization of activities and coordination of strategies. During these meetings, the results of tests, updates on game development, and promotional strategies are discussed. These consultations are crucial

for maintaining project coherence at the international level and for identifying and addressing potential challenges.

- **Steering committee** meetings in a project are to provide strategic oversight, ensure alignment with the project's goals, and facilitate informed decision-making. These meetings serve as a platform for open dialogue and collaboration among stakeholders, fostering strong partnerships and shared accountability within the project. By addressing key issues, reviewing progress, and assessing risks, the steering committee ensures that all actions are aligned with the project's objectives and meet the expected standards. Ultimately, these meetings play a critical role in guaranteeing the quality and effectiveness of project activities, while promoting transparency and collective ownership among partners.
- **Sharing best practices**: Workshops and meetings also serve as a forum for exchanging best practices and innovative solutions in language education and support for refugee children. This allows the project to continually evolve and implement improvements based on the partners' experiences.

Engagement with local institutions

Active collaboration with local schools, non-governmental organizations (NGOs), and educational bodies is a crucial factor in the success of the ANTURA project. This approach ensures that the project benefits a broad range of communities and that its activities have a lasting impact.

- **Integration in schools**: Collaboration with local schools allows the ANTURA game to be incorporated directly into curricula, enabling children to use it as an integral part of their learning process. Schools play a significant role in testing and promoting the game and sharing the results with other institutions.
- **Support from NGOs**: Non-governmental organizations that work with migrant and refugee children provide valuable insights into the needs and challenges of the communities they serve. Their involvement helps tailor the educational content to the specific needs of the children and contributes to building psychological and integrative support.
- **Long-term benefits**: By engaging local institutions, the ANTURA project has the potential for long-lasting impact. Project activities can continue and be further developed even after Erasmus+ funding ends, contributing to the creation of a sustainable educational environment for refugee children.

In summary, through an extensive network of international partnerships, regular knowledge exchange, and strong engagement with local institutions, the ANTURA project establishes a solid foundation for supporting refugee children in language learning and social integration across Europe.

Adapting educational content and technological tools

To maximize the effectiveness of the ANTURA game, it is carefully customized to align with the cultural and linguistic needs of diverse user groups. This comprehensive approach ensures that the game is not only engaging but also relevant and supportive for migrant and refugee children who face the challenges of adapting to new languages and cultures. The customization process is multi-faceted and includes the following components:

Cultural and linguistic localization

Ensuring that ANTURA resonates with children from different cultural backgrounds is essential to the project's success. Localization goes beyond simple translation; it involves adapting game content to reflect the cultural nuances, traditions, and values of each target community.

- **Language modules**: The game is translated and adapted into four primary languages: Polish, French, Ukrainian, and Romanian. These languages are chosen to cater to significant refugee and migrant populations across Europe. Each translation is carefully crafted to maintain the educational integrity of the game while making it accessible and intuitive for young learners.
- **Cultural relevance**: The game incorporates culturally appropriate characters, scenarios, and visual elements to make it relatable and engaging. For instance, children encounter familiar cultural references, traditional songs, or stories, which help create a sense of familiarity and belonging in their new environments.
- **Co-creation workshops**: The localization process involves direct input from the end-users. Workshops (T2.1), co-created with teachers and children, play a crucial role in refining the game design. During these sessions, educators and students provide feedback on the language used, game scenarios, and overall user experience. This collaborative approach ensures that the game is culturally sensitive and meets the unique needs of each community.

Collaboration with experts

To ensure that the game is educationally effective and psychologically supportive, ANTURA brings together a diverse team of specialists. This multidisciplinary collaboration is vital for creating a comprehensive learning tool that addresses the holistic needs of refugee children.

- **Linguists**: Language experts work to ensure that the game's content is linguistically accurate and age-appropriate. They also focus on creating language exercises that support vocabulary building and language comprehension in a playful, engaging way.
- **Educators**: Experienced teachers contribute their knowledge of pedagogical best practices. They help design game scenarios that align with language learning curricula and methods proven to be effective in teaching young children, particularly those who are learning a new language in a stressful or transitional environment.

- **Psychologists**: Psychologists specializing in child development and trauma play a critical role in shaping the game's content. They ensure that the game provides a safe and supportive environment, incorporating elements that promote emotional well-being, resilience, and cultural adjustment. This includes integrating activities that reduce anxiety, encourage positive social interactions, and foster a sense of accomplishment.
- **Cultural mediators**: In some cases, cultural mediators are involved to provide insights into the specific traditions and values of the target communities. Their input helps fine-tune the game to avoid cultural misunderstandings or insensitivities.

Iterative Improvement

The development of the ANTURA game is an iterative process, meaning it is continually refined and improved based on feedback and testing. This approach ensures that the game remains adaptable and effective for its intended audience.

- **Play-Testing sessions**: Beginning in March 2024 and continuing through December 2024, a series of play-testing sessions (WS events) are organized in schools across France. These sessions involve real-time interactions with children and teachers, providing invaluable data on the game's usability, engagement levels, and educational impact.
- **Collecting feedback**: Teachers and children participating in the play-testing sessions provide detailed feedback on various aspects of the game, such as language difficulty, game mechanics, and cultural content. Educators also report on how well the game complements their teaching methods and whether it successfully holds the attention of young learners.
- **Real-time adjustments**: Based on the feedback received, the development team makes real-time adjustments to the game. These may include tweaking the difficulty level of language exercises, modifying cultural references to be more relatable, or refining game mechanics to enhance user experience.
- **Continuous enhancements**: The iterative improvement cycle ensures that the game remains responsive to the needs of its users. By incorporating suggestions and observations from the field, ANTURA evolves to become a more effective and engaging educational tool. The project team remains flexible and ready to adapt, with the ultimate goal of creating a game that is both fun and a powerful aid for language learning and cultural integration.

In summary, the comprehensive approach to adapting ANTURA ensures that the game is culturally and linguistically tailored to meet the needs of diverse communities. By involving experts, engaging in co-creation with teachers and children, and continuously refining the game through real-time testing, the project aims to deliver a meaningful and impactful educational experience for young refugees and migrants.

Pilot testing, small and large-scale evaluation

The ANTURA project incorporates both small-scale and large-scale pilots to thoroughly assess the game's impact on children's language learning and cultural integration. These pilots are designed to collect detailed feedback, evaluate the game's effectiveness, and refine its features based on real-world usage. This structured and phased approach ensures that the game is optimized to meet the needs of its young users.

Small-Scale Pilot

The small-scale pilot takes place from January to June 2025 as part of Work Package 3 (WP3) and is conducted in selected classrooms across France. This initial testing phase is critical for understanding how the game functions in an actual educational environment and how children and teachers interact with it.

- **Objective**: The primary goal of the small-scale pilot is to evaluate the usability of the game and its initial effectiveness in teaching language skills to young children. This phase aims to identify any usability issues or obstacles that might hinder learning and engagement.
- **Methodology**: The game is introduced to a limited number of classrooms, where teachers integrate it into their language learning curriculum. Children use the game over a set period, and their progress is monitored through structured observations, performance tracking, and engagement metrics. Teachers are provided with training on how to effectively use the game and are given opportunities to share their insights and experiences.
- **Data collection**: Both qualitative and quantitative data are collected during this phase. Teachers provide feedback through surveys and interviews, focusing on aspects such as the ease of game integration, student engagement, and the perceived educational value. Meanwhile, children's progress in language skills is measured through pre- and post-tests, behavioral observations, and engagement assessments.
- **Adjustments and Improvements**: The feedback gathered is analyzed in detail to identify areas for improvement. Based on the findings, the development team makes necessary modifications to the game's content, mechanics, and user interface. This iterative process ensures that any issues are addressed before the large-scale rollout.

Large-Scale Pilot

Following the small-scale pilot, a comprehensive large-scale pilot is conducted from July 2025 to November 2026 as part of Work Package 4 (WP4). This phase represents a significant expansion, with extensive testing taking place in classrooms in both Poland and France. The University of Lower Silesia (ULS) leads this stage, with a particular focus on measuring educational outcomes and assessing the broader impact of the game.

- **Objective**: The large-scale pilot aims to evaluate the long-term effectiveness of the ANTURA game in various educational and cultural settings. The primary focus is on understanding how the game supports language acquisition, fosters social integration, and engages children from diverse backgrounds.
- **Implementation**: The game is deployed in numerous schools across both countries, with a diverse group of children participating. Teachers are provided with comprehensive training and support materials to integrate the game effectively into their teaching methods. The project team works closely with educators and school administrators to ensure smooth implementation and to address any challenges that arise.
- **Extensive data collection**: During this phase, the project team collects a wide range of data to gain a holistic understanding of the game's impact. Quantitative data include language proficiency scores, attendance rates, and engagement levels, while qualitative data come from teacher interviews, classroom observations, and focus group discussions with students. This mixed-methods approach provides a rich, comprehensive dataset for analysis.
- **Cultural and regional insights**: Given the game's deployment in two different countries, the large-scale pilot also explores cultural and regional variations in game usage and effectiveness. Insights gained from this comparative analysis help the development team understand how cultural factors influence learning and game engagement, allowing for further customization.

Impact Assessment

A thorough impact assessment is integral to the ANTURA project, as it provides evidence of the game's effectiveness in achieving its educational goals. The evaluation process is designed to be rigorous and data-driven, using advanced techniques to measure the game's outcomes.

- ✓ **Advanced evaluation techniques**: The project team employs a range of sophisticated evaluation methods, including regression analysis, to determine the game's impact on language learning. This involves analyzing pre- and post-test results, tracking improvements in vocabulary, grammar, and comprehension, and assessing changes in students' confidence and social skills.
- ✓ **Qualitative insights**: In addition to quantitative analysis, the project team conducts in-depth qualitative research. Interviews and focus groups with teachers, parents, and children provide insights into the user experience and the game's influence on cultural integration. Teachers share their observations of how children interact with the game and whether it facilitates positive social interactions and a better understanding of the new culture.
- ✓ **Socio-cultural integration**: The assessment also examines the extent to which the game helps children adapt to their new environments. Metrics such as children's willingness to participate in group activities, their comfort level in using the language, and their interactions with peers are analyzed to evaluate social integration.
- ✓ **Reporting and recommendations**: The final impact assessment report includes a comprehensive analysis of all collected data. It highlights the game's strengths and identifies areas for further improvement. The report also provides recommendations for future adaptations and potential strategies for scaling the project to other regions and languages.

By employing this structured and thorough pilot testing approach, the ANTURA project ensures that the game is both effective and adaptable. The insights gained from these pilots will inform future developments, making ANTURA a powerful educational tool that can be implemented in various cultural contexts to support language learning and social integration for migrant and refugee children.

Teacher training and capacity building

Training teachers is a fundamental component of the ANTURA project, as it ensures the game is effectively integrated into educational settings and maximizes its potential to support language learning and social integration for refugee and migrant children. The training strategy is multi-layered, providing comprehensive, hands-on guidance for teachers and mediators. This approach not only equips educators with practical skills but also fosters a supportive community of practitioners who can share insights and best practices.

On-site Training

The project organizes extensive, in-person training sessions for teachers, aimed at equipping them with all the necessary tools and knowledge to effectively use the ANTURA game in classrooms.

- **scope and participants**: In Poland, 400 teachers will be trained, while in France, the training sessions will involve 210 teachers and 40 cultural mediators. These mediators play a crucial role in facilitating communication between children and teachers, helping to address cultural and linguistic challenges that may arise during the educational process.
- **duration and organization**: The on-site training sessions will be conducted from December 2023 to December 2026, allowing for the sessions to be spread out over time and tailored to teachers' needs. The sessions will be led by the Nationwide Educational Operator (NEO), responsible for delivering high-quality training content and providing logistical support.
- **training methodology**: The training focuses on practical methods for integrating the ANTURA game into daily lessons. Teachers will learn how to use the game to support language learning and build social skills among refugee children. The workshop component includes:
  - o **interactive workshops**: teachers will engage in hands-on exercises where they can test the game, analyze its features, and learn how to tailor it to the needs of their students.
  - o **pedagogical strategies**: participants will learn strategies for supporting language learners, including methods for working with children who have experienced migration and trauma. These strategies include emotional support techniques to help children feel safe and motivated to learn.

- **support materials**: Each participant will receive a set of support materials, including user manuals, methodological guides, and access to digital resources to assist them in applying what they have learned once the training is complete.

Webinars and online training

To extend the project's reach and allow teachers from various regions to benefit from the ANTURA game, the project also includes online training.

- **reach and number of participants**: The project organizes three Europe-wide webinars, aiming to train an additional 150 teachers from across Europe. These webinars provide a platform for sharing knowledge and experiences, enabling teachers to connect and collaborate within an international community of practitioners.
- **webinar content**: Each webinar is carefully designed to provide participants with practical knowledge and inspiring examples of how to effectively use the ANTURA game in teaching. The program includes:
  - **expert presentations**: The webinars are led by experts in language education, who discuss how the ANTURA game can support language learning and social integration for children. They share best practices and success stories from previous game implementations.
  - **Q&A sessions**: Participants have the opportunity to ask questions and discuss challenges they face in their classrooms. The live Q&A segments allow for real-time interaction and the exchange of ideas among teachers.
  - **practical online workshops**: The webinars include interactive segments where teachers can virtually test the game's features and learn how to adapt it to their specific needs. Technical support is provided to ensure the sessions run smoothly, and participants can later access recorded materials for review.

Building a Community of Educators

One of the long-term goals of the project is to create a lasting community of teachers and mediators who can support one another and share their experiences.

- **website**: As part of the project, a dedicated website has been established to provide resources for teachers, including the Teacher Manual. Through this platform, educators will have access to comprehensive materials that explain how to effectively use the application in their lessons/workshops/classrooms. By utilizing this tool, teachers will gain the knowledge and strategies needed to integrate the app into their teaching practices, enhancing classroom learning experiences.
- **support and mentorship**: Experienced teachers who have mastered the use of the ANTURA game can act as mentors for new project participants. This mentoring system will help the educator community grow and ensure that knowledge is continually passed on and refined.

In summary, the ANTURA project's training strategy provides teachers and mediators with the essential tools to support refugee children on their educational journey. The combination of in-

person and online training creates a solid foundation for effectively using the game in various educational contexts, contributing to the project's long-term success and positive impact on the school community.

Promotion and dissemination strategy

The ANTURA project employs a comprehensive communication strategy aimed at raising awareness, engaging diverse stakeholders, and promoting the game as an effective tool for supporting language learning and social integration among migrant and refugee children. The strategy combines traditional and digital media with interactive events to ensure broad and lasting impact.

Promotional Materials

A wide range of promotional materials has been developed to convey the project's key messages and highlight the benefits of the ANTURA game in an engaging and accessible way.

- **Brochures and information booklets**: Professionally designed brochures and booklets provide an overview of the project's goals, the game's features, and its educational benefits. These materials are available in three languages: Polish, French, and English, to cater to the linguistic needs of different audiences. The brochures are distributed to schools, educational institutions, community centers, and at various events to maximize reach.
- **Promotional videos**: Short, engaging videos are created to showcase the game in action and explain how it supports language learning and cultural integration. These videos feature testimonials from teachers, children, and parents who have used the game, adding a personal and relatable touch. The videos are shared on social media platforms, project websites, and at events to capture attention and deliver information in an engaging format.
- **Social media**: The project will actively utilize social media, particularly the fan page "Antura and Letters" to reach and engage a diverse audience. The published posts on platforms such as Facebook, and Instagram will showcase success stories, provide project updates, and share insights from the development process.
- **Project website:** The dedicated website for the project will serve as a supporting promotional tool to provide its goals by raising awareness, engaging stakeholders, and showcasing its achievements. Through regularly updated content, including news, success stories, and testimonials, the website will highlight the project's impact and encourage participation. Additionally, it will provide a centralized wen tool for sharing resources, updates, and opportunities for collaboration, ensuring that the project reaches a broader audience and fosters community involvement.
- **Educational toolkits – Teacher Manual**: The Teacher Manual developed as part of the project will serve as a comprehensive tool designed to facilitate the educational use of the game. This resource will provide educators with structured guidance and practical strategies to integrate the developed Antura App into their classrooms effectively. The manual will include lesson plans, activity suggestions, and tips for maximizing student engagement and learning outcomes through gameplay. By offering step-by-step

instructions and tailored support, the Teacher Manual aims to empower teachers to confidently use the Antura App as an innovative educational tool in their classrooms.

Proposals for additional promotional events and activities for the ANTURA Project:

To reach a broader audience and ensure widespread engagement, the ANTURA project organizes a series of online dissemination events. These events, scheduled from June to December 2026, are designed to connect various stakeholders, from policymakers and educators to parents and the general public.

Training webinars for teachers:

Interactive online training sessions designed to familiarize teachers with the functionalities of the ANTURA game and practical methods for integrating it into the curriculum. These webinars may include workshops, live demonstrations, and opportunities to ask questions to experts. Additionally, teachers will gain access to educational materials, such as sample lesson plans.

Meetings with various educational stakeholders and participation in conferences

Project team meetings or sessions involving individuals engaged in the project with organizations operating in the education sector, such as foundations, NGOs, training institutions, or universities. These events will provide opportunities to showcase the project, share experiences, present project outcomes, and establish collaborations.

Collaboration with local media:

Partnerships with local media to reach community audiences. Local media can assist in promoting the project through articles informing about the initiative, its goals, and achievements.

Erasmus+ Project Results Platform

To ensure the project's outcomes are widely accessible and contribute to the broader educational community, the ANTURA project utilizes the Erasmus+ Project Results Platform.

- **Showcasing results**: The platform serves as a central repository for sharing detailed information about the project, including its objectives, methodologies, and key achievements. Reports, case studies, and best practices are uploaded to provide valuable resources for other educators, researchers, and policymakers interested in digital learning solutions for migrant and refugee children.
- **Visibility and accessibility**: By using this platform, the project gains increased visibility across Europe, allowing stakeholders from different regions to learn about and potentially replicate the ANTURA model in their own contexts. The platform also facilitates networking and collaboration among organizations with similar goals, fostering a community of practice around educational innovation.

By implementing this comprehensive and strategic communication approach, the ANTURA project ensures that its message reaches a wide and diverse audience. The combination of promotional materials, events, and the use of the Erasmus+ Project Results Platform creates a strong support network and positions the game as a valuable educational tool that can improve the lives of migrant and refugee children across Europe.

eTwinning

eTwinning will play a crucial role in disseminating the ANTURA project, supporting the widespread promotion of its objectives, educational resources, and outcomes among teachers and schools across Europe. With its extensive reach and active community, eTwinning will facilitate collaboration with other educational institutions and support the exchange of experiences and best practices in teaching migrant and refugee children.

The role of eTwinning in disseminating the ANTURA Project:

1. **promoting the ANTURA educational game**: the etwinning platform will be used to showcase the benefits of the antura game in language learning and its impact on the integration of migrant and refugee children. teachers from various countries will have access to promotional materials and recordings of webinars that explain the game's functionality in detail.
2. **training and knowledge exchange**: through etwinning, interactive training sessions and workshops will be organized for teachers interested in implementing antura in their classrooms. the platform will also enable the exchange of ideas, methodologies, and strategies for adapting the game to different cultural and educational contexts.
3. **building an international network of teachers**: etwinning will facilitate the creation of an international network of teachers who are using the antura game, fostering collaboration and sharing experiences. platform users will be able to connect with other educators facing similar challenges, contributing to the growth of a community of practice dedicated to the education of refugee children.
4. **disseminating project results**: the results and data collected during the pilot implementations of the game will be widely disseminated on the etwinning platform, where teachers and schools can draw inspiration and implement proven solutions in their own classrooms. This will allow the Antura project to reach an even broader audience, supporting the education and integration of children throughout europe.

Monitoring and continuous evaluation

A robust monitoring framework ensures that the project stays on track and achieves its objectives.

- ✓ **Regular progress monitoring**: The project management team conducts periodic reviews to evaluate the game's impact on language learning and psychosocial well-being. Reports are generated at key milestones to guide the project's direction.
- ✓ **Adjusting strategies**: Based on collected data, the project team makes adjustments to optimize the game and training sessions. This iterative process ensures continuous improvement and maximizes the project's effectiveness.

Ensuring sustainability and long-term impact

The ANTURA project is designed with sustainability in mind to ensure its benefits continue beyond the initial Erasmus+ funding.

- ✓ **Open-source game access**: ANTURA will remain an open-source tool, allowing other educational institutions and developers to customize and expand the game for their needs.
- ✓ **Future adaptations**: Plans are in place to extend the game's language offerings and adapt it for additional refugee and migrant populations, increasing its universality.
- ✓ **Securing further funding**: The project team will explore opportunities for additional grants and partnerships to sustain and expand ANTURA's impact.

This structured and detailed plan provides a comprehensive roadmap for scaling the ANTURA project, ensuring its success in supporting the educational and integration needs of migrant and refugee children across Europe.