

🧐🧐 Playful insights to game-based practices in 7 countries! 🧐🧐

This publication - developed by the **Youth for Youth** consortium, under a Strategic Partnership funded by the Erasmus+ Programme - aims to provide educators, youth workers and teachers with inspiration and understanding regarding the existing variety of uses and applications of Game-Based Learning methodologies in the educational and youth work practice. It is based on the analysis of 21 local/regional /national case studies focusing on existing initiatives targeting youth in which games, GBL or the Game Development Process (GDP) have been used as empowering tools, boosting the competencies of youth as creative, engaged, lifelong learners and leaders of change.

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