

# WELCOME TO THE THIRD NEWSLETTER

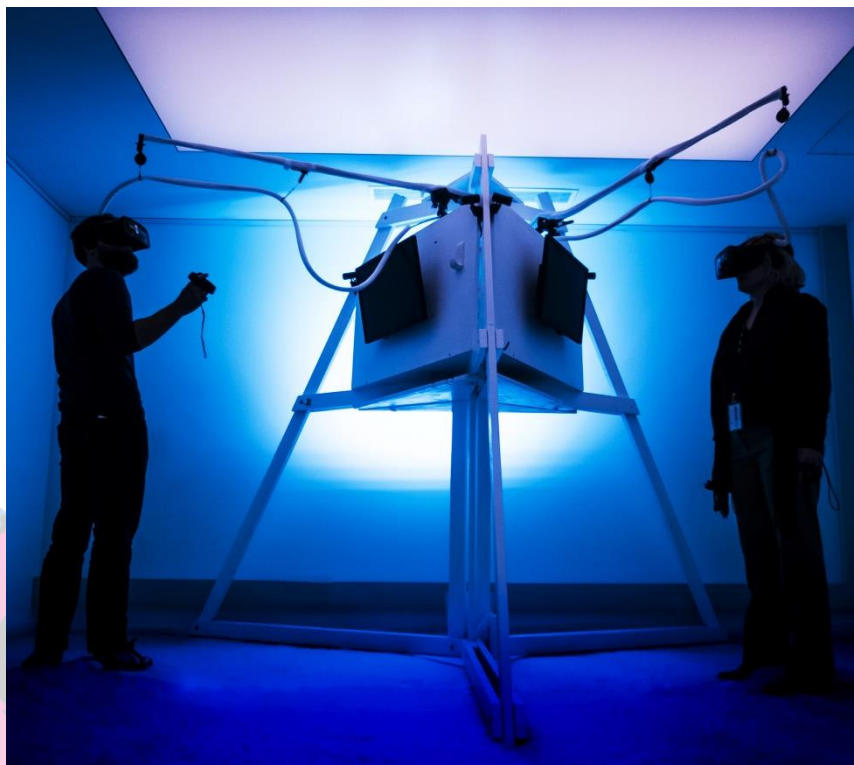


**USING ONLINE ESCAPE ROOMS TO  
BUILD CREATIVE THINKING SKILLS**

January 2021

You will learn more about:

- The progress of the partners' work regarding the LUOVA Project
- The third partner meeting
- The Project's outputs



## WHAT HAS BEEN DONE

The coronavirus pandemic significantly affected the LUOVA project. Despite emerging problems, the partners managed to complete the intellectual outputs of the project (IO1 – Online Escape Rooms, IO2 – In-Service Training Programme and IO3 – e-Learning portal).

The planned partners' meeting in Cyprus did not take place, the partners organised a meeting online.

The form of next planned activities (transnational training event, multiplier events in each partner country) will depend on the further COVID-related situation.

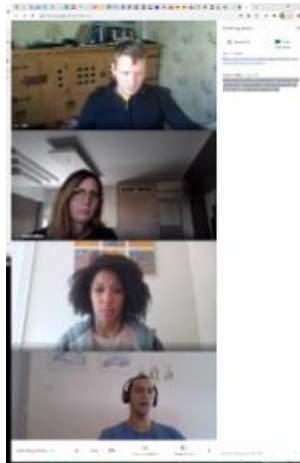
## COMING NEXT...

During the coming months, partnership is planning to:

- Produce final versions of IOs in all partner languages
- Implement Transnational Training Event
- Organize multiplier events in each partner country
- Meet again on the final meeting in Tallinn or in case it's not possible – organize final online meeting.

# 3<sup>rd</sup> TRANSNATIONAL PROJECT MEETING ONLINE MEETING

Members of the LUOVA PROJECT planned to meet for the 3<sup>rd</sup> project meeting in Nicosia, Cyprus on 28<sup>th</sup> September. The COVID outbreak and restrictions reintroduced in most of countries forced the partnership to organize online meeting instead of face-to-face meeting.



The meeting has been organized on the same day as planned face-to-face meeting and it was attended by representatives of all partners involved in the project. Despite it's form, the meeting was helpful to discuss last steps related to intellectual outputs development and plan further tasks to be implemented in the framework of the project.

The third project meeting started with a short review of the project – intellectual outputs, objectives, schedule and general development.

The meeting was filled with discussions about the final version of intellectual outputs.

Partners have discussed final issues related to IO1 (Online Escape Rooms), in particular translation and production. Partners discussed also the final form of IO2 (In-Service Training Programme). Next, partners discussed and agreed the final form of the e-learning platform developed by CARDET.

Additionally, consortium discussed administration, technical and management issues of the project.

The meeting was finished with clear division of tasks among partners and establishing deadlines for coming months. Partners are hoping that the transnational training event and final meeting planned in Tallinn will be organized in traditional form.

## THE HOSTING PARTNER

The third meeting LUOVA Project was supposed to be hosted by the Cypriot partner CARDET.

CARDET is one of the leading research and development centres in the Mediterranean region with global expertise in project design and implementation, youth support and empowerment, e-learning, and capacity building. It the largest independent non-profit centre based in Cyprus.

## WHERE CAN YOU FIND US?

Visit our website:

<http://luovaproject.eu/>

and join our Facebook page:

<https://www.facebook.com/LUOVA-Online-Escape-Rooms-2329472137330720/>