

# WELCOME TO THE 4th NEWSLETTER



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

November 2021

You will learn more about:

- The progress of the partners' work regarding the LUOVA Project
- The implementation of the project piloting phase and multiplier events
- Transnational Training Event



## WHAT HAS BEEN DONE

The project partners are delighted to announce that after many months and lots of hard work, the following steps of project development have been successfully completed:

- ✓ IO1 - LUOVA Online Escape Room Compendium of Resources
- ✓ IO2 - In-service Training Programme
- ✓ IO3 - LUOVA Online Platform
- ✓ The implementation of the project piloting phase and multiplier events in all partner countries

Thanks to great teamwork and effective communication, the project consortium managed to successively create and carry out all the necessary resources and outcomes of the project.

## Transnational Training Event

The training that was planned in Tallinn will be organized in virtual form. On 22-24 November youth workers representing the partners from 4 countries will take part in the training.

The main aim of the training will be:

(1) developing the necessary pedagogic skills and competences to enable youth workers deliver training in dynamic online environments and successfully manage the new student/tutor relationships

(2) developing the skills of youth workers to develop their own online escape room challenge-based learning resources

## Final Project Meeting

Due to the prevailing pandemic restrictions in the partner countries of the project, the consortium decided to hold the last project meeting remotely. The meeting took place on 8<sup>th</sup> November 2021 via Skype. The main topic of discussion was Transnational Training event planned at the end of project timeframe. Partners have discussed any final improvements needed and as the LUOVA project is coming to an end, they had the opportunity to express their gratitude to the project team and the stakeholders involved and thank them for their work.

## Piloting phase & Multiplier Events

In the final phase of the project it was time for each partner to conduct their piloting training and multiplier events. Due to the different restrictions in each partner country, these events were carried out either face to face or in a virtual form. The multiplier events aimed to clearly demonstrate the accessibility introduce the resources and its interactive nature by hosting gaming challenges. In each partner country at least 25 participants attended the Pop - up gaming hub event, and a minimum of 7 youth workers and trainers took part in the piloting training.



## 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/>