

## GUINEVERE Project Newsletter January 2018

### Hello everyone

Welcome to the first edition of our project newsletter. GUINEVERE stands for **Games Used IN Engaging Virtual Environments for Real-time language Education** and aims to demonstrate the potential of digital game-based learning in 3D immersive environments in order to improve teaching.

The project (<http://guinevereproject.eu>) is coordinated by the University of Central Lancashire (UCLan) where the first face-to-face meeting was held.

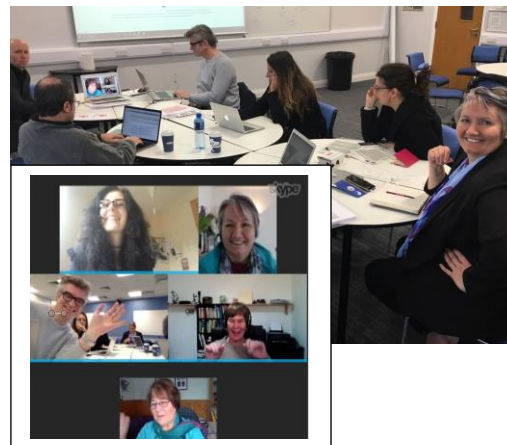
GUINEVERE is situated in a line of previously successful EU projects under the Lifelong Learning Programme and ERASMUS+ which aims to establish a firm bond between language learning, intercultural communication and digital technologies, principally in relation to project-based learning.

### Kick-off meeting in Preston, UK



Patrizia Garista (IUL), Dr .Letizia Cinganotto (IUL), Prof. Dr. Michael Thomas (UCLan), Prof. Dr İrfan Şimşek (UIST), Prof.Dr. Tuncer Can (UIST), Nick Zwart (3DLS). Heike Philp (LETS), not in the picture as she took the photo.

All project partners took part in the kick-off meeting at the University of Central Lancashire in Preston on 19-21 January, 2018. Further members of the project team connected to the meeting via Skype.



Linked in via Skype: Dr. Silvia Benini (Senior Research Assistant), Carol Rainbow (Technical Support and Teacher Trainer), Christel Schneider (Senior Research Assistant).

### GUINEVERE Island



Nick Zwart (3DLES, NL) demonstrates the virtual environment and games he created.

The Island was set up on OpenSim to provide a variety of games for students. Further games on this and other platforms are planned and different languages will be catered for.

### Upcoming Webinar

Our first webinar entitled *“An introduction to Club Minecraft mini games”* will be held by Matthew Ward, founder of Club Minecraft, Guilford, UK on **Friday, 2<sup>nd</sup> February 2018** **7:30-8:30pm** (UK time) on Adobe connect: <http://connect.uclan.ac.uk/web1minecraft/>