***Project Title: GameIT: Gamestorming for Innovative Teaching,***

**Project No 2017-1-PL01-KA203-038535**

***Programme :*** *Erasmus+*

***Key Action KA2:*** *Cooperation for innovation and the exchange of good practices*

***Action:*** *Strategic Partnerships*

***Project Start Date:*** *01-09-2017*

***Project Total Duration:*** *36 months*

***Leader of the Project****: Wyższa Szkoła Filologiczna we Wrocławiu (WSF), Wroclaw, Poland*

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***Short Description of the Project****: The main goal of the project is to improve the quality of didactic methods in student education by designing and implementing innovative cooperative games developing a selection of competences valuable in the 21st century labor market.*

*The main goal corresponds to individual goals:*

* *Extending the repository of didactic solutions at the 4 HEIs by implementing a joint EuroHex board game and 4 role-playing games developing mainly creative thinking, communication and forming intercultural awareness*
* *Increasing the 4 HEIs’ potential to implement innovative teaching methods by developing a methodology for creating and applying role-playing games*
* *Increasing the academic staff’s didactic competence by providing them an e-book and a videoguide*

*The innovativeness of the project consists in the development and inclusion of cooperative games into classes held at four HEIs mentioned above and introduction of positive changes to the current model of running academic classes.*