

# NEWSLETTER VOL. I

# XPLORE

Project N°: 2025-1-PL01-KA220-SCH-000354294

## New Erasmus+ project

XPLORE project brings a fresh and innovative approach to education by integrating eSports, problem-based learning and digital game environments into the classroom. Using the popular platform Roblox, the project creates engaging challenges that inspire students to collaborate, solve problems and develop essential digital and social skills. At the same time, XPLORE equips teachers with practical tools, resources and guidance to confidently apply game-based learning in their daily practice. By combining creativity, teamwork and technology, the project aims to make learning more meaningful, inclusive and motivating for schools across Europe.

## Partners

INSTYTUT ROZWOJU SPORTU I EDUKACJI – Institute for the Development of Sport and Education/ (IRSIE) has been operating since 2011, focusing mainly on education, physical culture and culture. It has based its activity on cooperation with non-government and higher education organisations, associations, clubs, schools, universities.

EPI FIVE SPÓŁKA Z OGRANICZONĄ ODPOWIEDZIALN OŚCIĄ – our mission is to help people align with culture and education through a gamified IT-enhanced approach! We promote tangible and intangible culture reaping the benefits of immersive technologies and personalized learning

ATERMON B.V. – our mission is to conceptualize and design ICT-enabled solutions for E&T based on gamification models. Since 2020, we experiment with the knowledge dissemination potential of Minecraft and Roblox but always approaching projects primarily as games which can bring joy to players. Our division is “Learnification” methodology, for producing educational games which stand out for their entertaining aspects.

Sport school PESG – an institution dedicated to the development of sports, education, and personal skills through various projects and activities at both the local and international level. A special emphasis is placed on the development of dual careers, enabling young athletes to simultaneously build their sporting and educational/professional paths. The goal is to provide young people and adults with opportunities to acquire new knowledge, improve life and professional competencies, and promote a healthy and active lifestyle.

QUALIFICALIA ANALYTICS, S.L. – a technology-based spin-off of the University of Valladolid specializing in innovative systems for the recognition, evaluation and accreditation of competencies. The company develops digital solutions for micro-credentials, learning pathways and verifiable credentials, integrating European frameworks such as ESCO, EQF, ELM and Europass. QUALIFICALIA combines advanced analytics, artificial intelligence and blockchain-based trust services to support educational institutions, enterprises and public bodies in documenting skills and ensuring quality in training processes. Through its DORQUA quality system and the Q-EVIDENT credentialing infrastructure, QUALIFICALIA provides robust, interoperable and secure tools that connect learning, evidence and recognition across formal, non-formal and informal contexts.

Directorate of Primary Education of Lasithi (DPEL) – is the public authority overseeing and supporting 85 primary schools and kindergartens across Lasithi, Crete (Greece). We serve more than 5,500 children aged 4–12, many of whom come from economically vulnerable families, migrant backgrounds or remote rural communities. Our mission is to provide high-quality, safe, inclusive and innovative education in a geographically demanding and socially diverse region, while continuously strengthening our 1,100 educators through professional development and international cooperations via Erasmus+ partnerships.



*“The future belongs to those who learn more skills and combine them in creative ways.”*

**Robert Greene**



# TRANSNATIONAL MEETING

The XPLORE project officially began with a successful kick-off meeting held in Warsaw, where all partners gathered to set the foundations for the project's implementation. During the meeting, the consortium aligned goals, clarified responsibilities and planned the first stages of activities aimed at bringing eSports and game-based learning into European classrooms.



## NEXT STEPS

In the upcoming months, partners will begin developing the first project materials, setting up the XPLORE Portal and preparing the initial communication and dissemination tools. Work will continue on refining the educational approach that combines eSports, Roblox-based challenges and problem-based learning, while schools and teachers will be introduced to the project's concept and early resources. These steps will ensure a smooth start of implementation and lay the groundwork for the upcoming pilot activities.



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