



ERASMUS+ • HIGHER EDUCATION

7 partners
6 countries
One shared challenge.

LEARNING FOR A SUSTAINABLE FUTURE

Play. Learn. Change.

Digital Serious Games for Climate Change Education

GAME4CHANGE brings serious games and gamification into higher education to engage students and educators with climate change and sustainability.



EXPLORE

Climate challenges



PLAY

Interactive learning



REFLECT

Sustainable choices

01 Nov 2024 — 31 Oct 2026

Cooperation partnerships in higher education



Co-funded by
the European Union

Project No.
2024-1-PT01-KA220-HED-000256244

Climate education, made participatory.

The project combines environmental education with digital learning to make climate topics more engaging and practical at university level.

FIVE PRIORITIES

1

Equip educators

Support university staff in integrating gamification into their teaching.

2

Engage students

Develop and pilot interactive lessons on climate change and sustainability.

3

Promote inclusion

Address diverse learning needs, including those of vulnerable student groups.

4

Extend the impact

Create adaptable resources for future postgraduate environmental courses.

5

Connect universities

Share knowledge and methods through a European education network.

AT A GLANCE

24 months

November 2024–October 2026

€250,000

Erasmus+ funding

KA220-HED

Cooperation partnerships
in higher education

Coordinator

Polytechnic Institute
of Leiria, Portugal

WHO IT IS FOR

Educators

Teaching staff and curriculum developers.

Students

University learners with diverse backgrounds and needs.

Stakeholders

Universities, education networks and sustainability organisations.

From play to learning.

The project's resource programme connects teaching content, digital tools and collaboration across universities.

01

Modular curriculum

Interactive lessons on climate change and sustainability, designed for game-based learning in higher education.

02

Educator's handbook

Practical guidance, examples of good practice and gamification strategies to support university teaching.

03

Digital learning tools

E-learning modules, mobile applications and an AI-powered proficiency assistant to support diverse learning needs.

04

European network

A space for educators, students and universities to exchange resources, methods and experience.

DEVELOP • PILOT • REFINE • SHARE

Students help test and improve gamified lessons through university pilots, workshops and focus groups. Partner events and a final conference in Portugal support the exchange of findings and practice.

Designed for use beyond the project

Adaptable resources for continued educational innovation.

Seven partners. A shared commitment.



CIC
COMPUTER SCIENCE
AND COMMUNICATION RESEARCH CENTRE

PORTUGAL • COORDINATOR

Polytechnic Institute of Leiria



GREECE

**Xenios Polis Culture,
Science and Action**



Learning
Innovation
Multimedia

ITALY

LIM Srl Unipersonale



UKRAINE

**Taras Shevchenko National
University of Kyiv**



POLAND

**Adam Mickiewicz University,
Poznań**



NETHERLANDS

Atermon B.V.



GREECE

**Harokopio University
of Athens**

EXPLORE. CONNECT. TAKE PART.

Bring game-based climate learning into the conversation.

Project resources, updates and enquiries:

game4change.online →

Contact the team →

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Polytechnic Institute of Leiria · School of Technology and Management



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