

NOVEMBER 2024 — OCTOBER 2025

The first moves towards change.

How can universities make climate learning more active, practical and connected to everyday decisions? In its first year, GAME4CHANGE brought partners and educators together to explore that question — through research, dialogue and a shared plan for game-based learning.



ATHENS · FEBRUARY 2025

7

PARTNER ORGANISATIONS

6

EUROPEAN COUNTRIES

1

SHARED CLIMATE-EDUCATION MISSION

13-14 FEBRUARY 2025 · ATHENS + ONLINE

A shared plan takes shape

Following the inaugural online meeting on 8 November 2024, the seven partners met at Harokopio University. Hosted by Xenios Polis and Harokopio, the hybrid kick-off connected research, teaching methods, digital tools and communication in a common roadmap.

[Read the full story →](#)

4 JUNE 2025 · HAROKOPIO UNIVERSITY

Listening before designing



Stakeholders shared ideas for climate learning. They called for stronger links between theory and real-world environmental choices, supported by hands-on activities.

[Read the full story →](#)

Ideas on the move.

During the first year, partners brought game-based climate education into journalism, research and international academic exchange.

ROME, ITALY

21-23 MAY 2025

Climate learning meets environmental journalism

At the EJTA Teachers’ Training hosted by Sapienza University of Rome, Prof. Bogdana Nosova introduced GAME4CHANGE to journalism educators and media professionals. The presentation connected serious games with environmental awareness, adaptable teaching resources and knowledge-sharing between universities.

[Read the full story →](#)

SUMY, UKRAINE • ONLINE

22-23 MAY 2025

A place in the climate conversation

At Sumy State University’s conference on contemporary mass communication, Prof. Bogdana Nosova presented GAME4CHANGE alongside a discussion of environmental journalism amid war and global challenges. The project offered an example of digitally relevant teaching that connects climate education with communication.

[Read the full story →](#)

POZNAŃ, POLAND

20-23 OCTOBER 2025

Opening the discussion to doctoral researchers

Teams from Taras Shevchenko National University of Kyiv and Adam Mickiewicz University presented interim results and led a GAME4CHANGE workshop at the VI International Summer School for Ph.D. students. Participants explored innovative environmental teaching and the role of serious games in higher education.

[Read the full story →](#)

RESEARCH INTO RESOURCES

At the June coordination meeting, partners reviewed research and pedagogical work for the next phase.

01 Educational modules

02 GAME4CHANGE Handbook

03 Evaluation tools



Co-funded by the European Union

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