

MODULE 01

Environmental education & awareness

Explore environmental challenges, understand barriers to sustainable behaviour, and design small-scale actions that turn awareness into practice.

**Harokopio University
of Athens**



Greece

MODULE 02

EU climate policy & sustainability

Understand climate governance, the European Green Deal, emissions trading and the circular economy through debate and practical simulations.



**Adam Mickiewicz University,
Poznań**

Poland

Seven partners. One learning journey.

The GAME4CHANGE learning materials bring together seven complementary modules from seven partner organisations across six countries.

WHO IS IT FOR?

University educators, students, curriculum developers and researchers working with climate and sustainability education.

FROM KNOWLEDGE TO PRACTICE

Case studies, lesson plans, practical activities and supporting self-assessment materials connect ideas with classroom application.

Explore the project →

game4change.online

Co-funded by the European Union. Views and opinions expressed are however those of the author(s) only and do not necessarily reflect those of the European Union or the European Education and Culture Executive Agency (EACEA). Neither the European Union nor EACEA can be held responsible for them.



ERASMUS+

Higher
education

EXPLORE THE CURRICULUM

Seven modules. Shared purpose.

**From climate awareness
to game-based learning.**

A concise guide to the contributions
of all seven project partners.



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MODULE 03

Digital education & game-based learning

Explore digital learning, game design, immersive technologies and ethical considerations. Match educational games to learners and teaching goals.



**Polytechnic Institute
of Leiria**

Portugal

MODULE 04

Serious games for climate literacy

Evaluate climate games, connect game mechanics with sustainability concepts, and plan their integration into university courses.



LIM Srl Unipersonale

Italy

MODULE 05

Serious gaming in university practice

Connect curriculum design, educational research, community partnerships and impact assessment to embed serious gaming in university practice.



**Taras Shevchenko National
University of Kyiv**

Ukraine

MODULE 06

Designing climate learning games

Move from an idea to a playable prototype using game design frameworks, storytelling, accessible tools and feedback from playtesting.



Atermon B.V.

Netherlands

MODULE 07

Games for environmental decisions

Use serious games to explore climate challenges, biodiversity and sustainable cities. Plan inclusive activities that connect gameplay with reflection.



**Xenios Polis Culture,
Science and Action**

Greece

BRING LEARNING INTO PRACTICE

Explore. Design. Reflect.

Use the module themes to plan lessons, discuss environmental choices and develop game-based activities for your learners.