

Current state-of-play of Plan BEE project

PlanBEE project team is pleased to announce its progress with regards to the second Intellectual Output of the project, the [PlanBEE Serious Game](#).

The partners have prepared the game content in English at first and then in their national language, while CCSDE with assistance from HeartHands have designed and developed the serious game which is currently. Next step for the successful completion of the second intellectual output will be the validation of PlanBEE game via piloting workshops which are currently happening in partners countries.

At the same time, CIVIC successfully delivered the [e-learning platform](#) which is available in English, Greek and Spanish languages.

What are the next steps?

With regards to the next steps before the end of the project, partners will collect feedback from piloting workshops which will be used by CCSDE to implement improvements and corrections to the beta version of PlanBEE Serious Game, leading to the final release of the game.

In addition, partners are currently organizing multiplier events for the promotion and dissemination of project objectives, intellectual outputs and the overall project idea to stakeholders from the direct and indirect target groups. In total, 6 events will be organized either online or face-to-face, leading to a minimum reach of 150 participants.



The 4th transnational meeting

The 4th and final transnational meeting was held online due to the travel restrictions in effect across Europe. The partners went over pending tasks and set important deadlines until the end of the project. Most importantly, the validation plan was presented and agreed upon by the consortium. Partners were explained expectations and requirements for successfully organising piloting



workshops with the target group. Lastly, the consortium agreed on the steps for organising the multiplier events in their countries, as well they were explained the evidence needed for each event.

THE PARTNERS



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