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Project n° 2020-1-FR01-KA227-ADU-095520

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## PARTNERS

The CollaborArt project is composed of 7 partners from 5 European countries.

- Petra Patrimonia Corsica (PPC) – France
- INFODEF – Spain
- IASIS – Greece
- Future In Perspective (FIP) – Ireland
- Asociación La Bien Pagá Espacio Escénico – Spain
- Istanbul Valiligi (GOI) – Turkey
- InnoQuality Systems (INQS) – Ireland



**COLLABORART  
FOSTERING COLLECTIVE  
CREATIVITY FOR SOCIAL  
INNOVATION THROUGH  
ART-BASED VIRTUAL  
GAMIFICATION**

Co-funded by the  
Erasmus+ Programme  
of the European Union



## CONTEXT

Evidence from the Covid-19 pandemic suggests the key role of the digital and virtual education and has confirmed how important it is to improve the capacity of our societies to develop innovative solutions to face the current challenges, including social innovations to extend and strengthen civil society.

Fostering the creative capacity of the citizens is essential and the education systems in Europe, including Adult Education, have a key role to play because creativity is more obviously found in young children than in adults.

Creativity is not only a mental action of individuals but also a social process which requires cooperation between groups or individuals. Collective creativity is necessary in any innovative process. Its potential can be enhanced and fostered by Arts & Culture, through Gamification process.

## COLLABORART PROJECT

Duration: 24 months from March 2021 to February 2023

The aim of the project is to develop the competencies of Adult Educators, to foster Collective Creativity for Social Innovation of the adult learners, through Art-based virtual Gamification.

## PROJECT OBJECTIVES

The objectives of the project are to:

- Enhance and develop Adult Education teachers' acquisition of digital competences in Art-based virtual Gamification, by means of tailor-made innovative digital tools and solutions.
- Promote Art-based virtual gamification as a cultural and creative pedagogical component to foster collective creativity applied to define citizen-based solutions through Social Innovation.
- Take advantage of the potential of creativity and innovation in relation with the arts and cultural-creative sectors applied to Adult Education.
- Reinforce creativity in Adult Education by fostering the creative capacity of the adult learners.

## TARGET GROUP

The CollaborArt project has two target groups:

- Target users are Adult Educators
- Target beneficiaries are Adult Education learners
- Key stakeholders, including policy makers, educational institutions and experts in this field, will act as direct and indirect beneficiaries of the COLLABORART project.

## PROJECT EXPECTED RESULTS

- **INTELLECTUAL OUTPUT 1** «ECVET Curriculum in Art-based virtual Gamification to foster Collective Creativity for Social Innovation»
- **INTELLECTUAL OUTPUT 2** «CollaborArt Multilingual eLearning Platform»
- **INTELLECTUAL OUTPUT 3** “CollaborArt Gamification App”
- **INTELLECTUAL OUTPUT 4** “Guide for the validation, certification, and accreditation of Art-based virtual Gamification”