



The graphic features the EAGLE logo on the left, which consists of a stylized book icon with blue and yellow pages. To the right of the logo is a large yellow rectangular bar. Below the logo is a vertical blue bar. The main content is centered and includes the title 'OUR PILLARS' in yellow, followed by three bullet points: '- Andragogy principles', '- Learner-centred educational content', and '- Game-based learning'. This section is flanked by two golden classical columns. Below this is the title 'OUR TRAINING' in yellow, followed by three bullet points: '- Digital Skills', '- Green Skills and Sustainability', and '- Employee Rights'. To the right of the training list is an illustration of five diverse people (three men and two women) sitting around a table, working on laptops. The illustration is surrounded by various icons like gears, a question mark, a speech bubble, and a bar chart. At the bottom right of the graphic is the European Union flag and the text 'Co-funded by the European Union'.

# EAGLE

## OUR PILLARS

- Andragogy principles
- Learner-centred educational content
- Game-based learning

## OUR TRAINING

- Digital Skills
- Green Skills and Sustainability
- Employee Rights

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***Dear Reader,***

We are happy to share with you the first Newsletter of the **EAGLE Project**.

What is the EAGLE Project?

The main objective of the EAGLE project is to **create a new educational methodology for adult educators**.

The educators will be trained to create learner-centered educational content, based on game-based simulation, to support and encourage their adult learners to engage in their learning process and achieve their learning goals.

**EAGLE's main target groups** are:

- **Adult educators of all categories** (provide formal and no-formal adult learning)- who will enhance their teaching skills and gain a deeper understanding of the significance of andragogy in comprehending educational content through interactive and engaging learning experiences in a 3D Virtual World environment resulting to become familiar with these

types of learning and acquire the necessary skills to teach them to their students.

- **Actors and educators related to adult learners** (Career guidance experts, Tutors, Professors, Mentors, HRs, etc.) – who will reinforce their training methods toward promoting human-centered interactions and play for learning.

## Kick-off Meeting



### Kick-off meeting in Tallinn



Last March, **project partners met in** the beautiful city of **Tallinn** to discuss adult education, the principles of andragogy, game-based learning, and the project's next steps!

In particular, partners extensively discussed the **training phase**, which is now underway and based on the aforementioned principles.

**The EAGLE Training Modules** are an in-depth training program incorporating the principles of andragogy into both new and existing adult learning opportunities. The course is designed to assist trainers in innovating within adult learning, covering 3 key topics:

- Green Skills and Sustainability.
- Employees' Rights in Teleworking.
- Digital Skills for Adult Educators.

The **next step** will be **creating Game-Based Learning Scenarios and a 3D Platform**.

Stay tuned to know more!

For additional information, visit [EAGLE official website](#).

## Meet the EAGLE Consortium



Maddalena Buonamico,  
Projects and Fundraising Assistant  
at ALL DIGITAL

### ALL DIGITAL

[ALL DIGITAL](#) is a pan-European association enhancing digital skills across Europe. Representing over 100 member organizations, it supports 25,000 digital competence centers, aiding 1.5 million people annually. They promote innovative solutions in digital skills, inclusion, and adult learning, believing the EAGLE project will significantly contribute.



Lyuboslav Kostov, Executive Director  
at ISTRUET

### ISTURET

The [Institute for Social and Trade Union Research, Education, and Training \(ISTURET\)](#) is an independent NGO in Bulgaria. They offer high-quality trade union, vocational, and adult training. ISTURET provides VET curricula, key competences training, career guidance, and project management. They collaborate on various projects with external

organizations.



Computer Technology Institute and Press  
"Diophantus"- CTI-Telematics Center

### Computer Technology Institute and Press "Diophantus"-CTI

[CTI](#) is an ICT research and development institute involved in the EAGLE project through its Department of Applications and Services (Telematics Center). CTI conducts research in hardware, software, and network technologies, develops products and services, supports education and training in ICT, and

focuses on technology development and knowledge transfer.



Kairi Mägi, EUROOPAS

### MTÜ Euroopas

MTÜ Euroopas, founded in 2021, manages educational programs and internships across Europe. Serving hundreds of trainees, volunteers, and teachers, they collaborate with over 200 host companies. Euroopas aims to bridge Estonia and the EU, promoting professional profiles and involving disadvantaged groups. They specialize in Erasmus+

KA1 and KA2 projects and foster a network of European organizations.



## Business Foundation for Education

The [Business Foundation for Education \(BFE\)](#) is a Bulgarian NGO established in 2005 to enhance human resource competitiveness and contribute to economic development. A leader in lifelong learning and career guidance, BFE has trained over 1,000 career counselors, promoting guidance counseling across 600+ schools, 36 universities, and numerous

organizations in Bulgaria.



## SMARTUP

[SMARTUP](#), based in Jávea (Alicante), is a leading online project management and e-training provider. They help global companies achieve goals using the SMART philosophy: Specific, Sustainable, Measurable, Achievable, Realistic, and Timely objectives. They offer cutting-edge online services to enhance the digital potential of SMEs, NGOs,

startups, and public sector projects.

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