



Dear Reader,

We are happy to share with you the third newsletter of the **EAGLE Project**.

EAGLE aims to create a new educational methodology for adult educators. The project trains educators to design learner centred educational content based on game based simulation, helping adult learners stay engaged in their learning journey and reach their goals.

EAGLE's main [results](#) are now fully available!

EAGLE's Training Modules

This in depth training programme brings the principles of andragogy into both new and existing adult learning opportunities. It supports trainers who wish to innovate in their teaching practice. The programme covers three key areas:

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

EAGLE Educational Scenarios

A methodological guide to incorporating Game-Based Learning (GBL) to educational offers and learning opportunities.
It includes:

- A complete guide to the implementation of GBL methodologies
- Six GBL scenarios based on the project's key themes, designed to bring andragogy principles into practice

EAGLE 3D Platform

We are proud to announce that the EAGLE virtual world is now available. This custom 3D learning environment allows educators and learners to explore the training modules and apply their knowledge through the project's GBL scenarios. It enhances the ability of trainers to deliver innovative learning experiences and to embed game based and andragogical approaches in their curriculum.

EAGLE 3D Platform is now live!



The EAGLE 3D Virtual World Platform has now been launched and is available on the [Results page](#) of the EAGLE website, where you will also find the full set of instructions needed to access it, including the user manual and a step by step tutorial video.

The platform is available in six languages: English, Bulgarian, Greek, Spanish, Estonian and French. The pilot activities were carried out in Belgium, Bulgaria, Greece, Estonia and Spain. Results were very positive, with **82% of participants giving a favourable evaluation of the platform's effectiveness and usability.**

This confirms that the EAGLE learning approach is both effective and well received by adult educators. Participants also shared suggestions for improvement, all of which have already been integrated into the updated version of the platform.

Final Event in Brussels



The final event of the project took place on 22 October in Brussels and was hosted by All Digital. The meeting was a **success**, with forty participants who explored the full set of EAGLE resources and tested the 3D platform in real time.

Each partner contributed to the programme by presenting their work in an engaging and interactive way. Participants showed strong enthusiasm for the platform and shared very positive feedback.

As reported in the final event evaluation form, attendees expressed high levels of satisfaction with the event. The content was considered very interesting or extremely interesting by all participants, and 100% reported that they enjoyed the overall experience.

*We thank you for following the EAGLE journey
and invite you to explore all the project resources [now online!](#)*

Meet the EAGLE Consortium

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.

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

[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.

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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