



Cities Going Green: Development of a Green and Smart City

6th Press Release

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The “Cities Going Green: Development of a Green and Smart City” (Erasmus+ KA2) project consortium, towards the end of Project Result 3: Development of the Application, held the 4th face-to-face meeting, that was hosted by MMC Mediterranean Centre Ltd (MMC) in Nicosia, Cyprus on the 13th – 14th of November 2023.

On the first day, partners from Estonia, Greece, Poland, and Spain visited Apostolos Varnavas Primary School where pupils, teachers, and the school's principal organized a warm welcome ceremony with songs and traditional dances. Then pupils from 5th and 6th grade presented their school, including the school's vision, the programs, and the activities that pupils attend and organize in their school. Next, they presented their city, Nicosia, through photos of the most important monuments in Nicosia and emphasized the fact that Nicosia is the last capital in Europe that remains divided—both presentations were held in Greek and English. The ceremony ended with teachers from Greece, Poland, Spain, and Estonia presenting their schools through small videos. All partners had the chance to see the school's facilities. The meeting continued at MMC premises.

First, MMC reviewed the status of the developed intellectual outputs and then OMEGATECH (Greece) presented to the partners the finalized version of the game after the first assessment made by teachers and pupils. During the pilot implementation, the game will be available online and each pupil/ group will register on the game's platform. The game will also be accompanied by an IoT (Internet of Things) device, which the European Centre for Emerging Competencies and Technologies (ECECT - Cyprus) will connect to the game, allowing the students to interact with various game elements. The final version of the game will be available on Google Play. The discussion focused on the pilot implementation of the game in schools in December. A teaching package will be prepared including scenarios and lesson plans. After the implementation, pupils and teachers will evaluate the game.

On the second day of the meeting, there were discussions on reporting and other logistics, as well as dissemination of the project. Online training for teachers who will pilot test the game in all schools will be organized on the 23 -24th of November by OMEGATECH (Greece), (ECECT - Cyprus) and MMC – Cyprus). Partners in all countries will organize multiplier events by the end of January 2024. The project ends at the end of January 2024.

