

About us / about the Project

The ECCE LUDUS project is an innovative project tailored to bolster the digital evolution of the European Union's educational landscape. Our vision is to empower secondary school educators across Europe with a comprehensive toolkit and knowledge base focused on cutting-edge technologies and inventive methodologies.



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Results of the Project

ECCE LUDUS Methodology and online training course for teachers and educators

Providing teachers and educators with the methodology of the ECCE LUDUS project to improve understanding of how it works and how it can be practically applied, as well as providing them a MOOC online course to guarantee effective practical use of all tools.

ECCE LUDUS Edutainment Tool

An online editor that allows teachers and educators to engage in the design and creation of their own virtual reality escape room, based on their own subjects and topics of teaching. Combined with a practical guide on how to work with the editor to improve the use of the Edutainment tool for all levels of digital competences.

EU HUB of Edutainment for school

A platform for exchange and engagement for schools, teachers, and educators to interact, access the escape rooms, learn more the effective application of the approach and increase the interactivity of their learning practices.

Partners



Embark on the ECCE LUDUS journey with us as we transform education, equipping educators to inspire the next generation of STEAM enthusiasts and fostering a landscape that ignites curiosity, innovation, and a lifelong passion for learning.

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