

PRESENTATION

The IN-CULT (Living Intangible Culture) project aims to create links between adult education organisations and learners from Eastern (Bulgaria, Romania, Serbia) and Western Europe (Germany, Spain, Italy).

The aim of IN-CULT is to highlight the importance and diversity of European cultural heritage and to disseminate knowledge about it through the participatory development and sharing of the educational online game IN-CULT.

In the different versions of the game, users will be able to deepen their knowledge of each country, its traditions and cultural heritage, as well as dialects, music, festivals and national cuisine, and learn new things. In addition to the learning area, teaching materials and activation methods will be available to senior educators so that they can integrate IN-CULT into their lessons.

Training opportunities are also offered in areas such as ICT and new media that will be useful for the staff, their groups and the learning process. The project assists participants to acquire new skills in blended learning and strengthens their competences through a participatory approach.

PARTNERS



Institut für virtuelles und reales Lernen in der Erwachsenenbildung an der Universität Ulm e.V. (ILEU)
Germany
<https://ileu.net/>



University of Ruse Angel Kanchev
Bulgaria
<https://www.uni-ruse.bg/en>



Federuni
Italy
<https://www.federuni.org/sito/>



Universidad Permanente de la Universidad de Alicante
Spain
<https://web.ua.es/es/upua/>



Zavod za proucavanje kulturnog razvitka
Serbia
<https://zaprokul.org.rs/>



Asociatia "Liga Scriitorilor"
Filiala Timisoara Banat
Romania



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



Erasmus+



IN-CULT

LIVING INTANGIBLE CULTURE

The objective pursued with IN-CULT is to highlight the importance and diversity of Europe's cultural heritage and disseminate knowledge of it