

## LEARN ABOUT EUROPE'S LIVING INTANGIBLE CULTURE IN A FUN WAY



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



EU Erasmus+ programme funds the In-Cult Project to discover Europe's intangible heritage and traditions through technology.

*The "In-Cult: Living Intangible Culture" project invites you to travel through six European countries in Eastern and Western Europe and discover 42 intangible cultural treasures through the online interactive game In-Cult and a website with educative resources. The treasures are traditions, festivals, folklore, gastronomy, and centuries of history, highlighting European heritage richness.*

The Erasmus+ Programme of the European Union has funded the project "*In-Cult: Living Intangible Culture*", that has brought together adult education organisations from Eastern (Bulgaria, Romania, Serbia) and Western (Germany, Spain, Italy) Europe interested in disseminating the intangible cultural heritage of their countries.

The programme was developed between September 2020 and December 2022 under the leadership of ILEU - Institut für virtuelles und reales Lernen in der Erwachsenenbildung Ulm (ILEU) from Germany, and the partnership of FEDERUNI from Italy; Zavod za proucavanje kulturnog razvitka from Serbia; the University of Ruse Angel Kanchev from Bulgaria; the Association of the "Liga Scriitorilor" Filiala Timisoara Banat from Romania; and the Permanent University of the University of Alicante, Spain.

One of the outstanding results of the project has been the training of about 100 older adults in learner groups. In form of guided action research, they have participated directly elaborating the game and educative resources. They have chosen the cultural "treasures", carried out the research on intangible heritage, conducted the interviews, prepared the texts' contents, selected photographs, and done the translations. These tasks have encouraged the use of new technologies, improved their digital skills, and demonstrated that seniors continue to contribute with tangible results to society.

Nowadays, older people want to continue taking an active role in society in a real way. The *In-Cult* project has met that need by proposing an innovative methodology that allows older adults to offer society content and resources so that both young and adults can play and discover Europe together, which always makes learning more entertaining. The website <https://in-cult-game.eu/> hosts in seven different languages (English, German, Spanish, Serbian, Bulgarian, Italian,

and Romanian) a variety of activities to share, from a memory game to four different types of quizzes that bring technology & heritage closer to adults and children.

Moreover, the website offers a wealth of supplementary material to read, watch and listen. These resources, together with the educator section, make the *Online Game In-Cult* an ideal tool both for citizens of all ages, esp. older adults, who would like to learn more about Europe and for educators at any educational level interested in discovering the richness of intangible European heritage with their students.

A further aim of the project is to create and strengthen links between countries because knowing cultural heritage means respecting diversity and contributing to the construction of a common European future based on mutual respect and peace.

**With this desire for peace and unity, we invite you to play together and discover Europe's intangible cultural heritage with the *Online Game In-Cult*.**

**Website: [in-cult-game.eu](http://in-cult-game.eu)**