

Title (English translation):	
URL	
Language/s:	
Author (if available):	
Institution Name or Project:	
Access Date:	
e-Civeles Code:	

**Main scope of the target group to use the game / platform**  
(only broadest possible group)

International	
European	
National	
Regional	
Local	

Primary target group:	
-----------------------	--

**Purposes of the game / e-platform**  
(one or more)

Improving digital competences

Improving (inter)cultural awareness

Gaining geospatial / geographical competences

Learning a language

Improving cognitive functions / brain training

Promoting awareness to immigrants

**Summary of the game**

## Technical issues

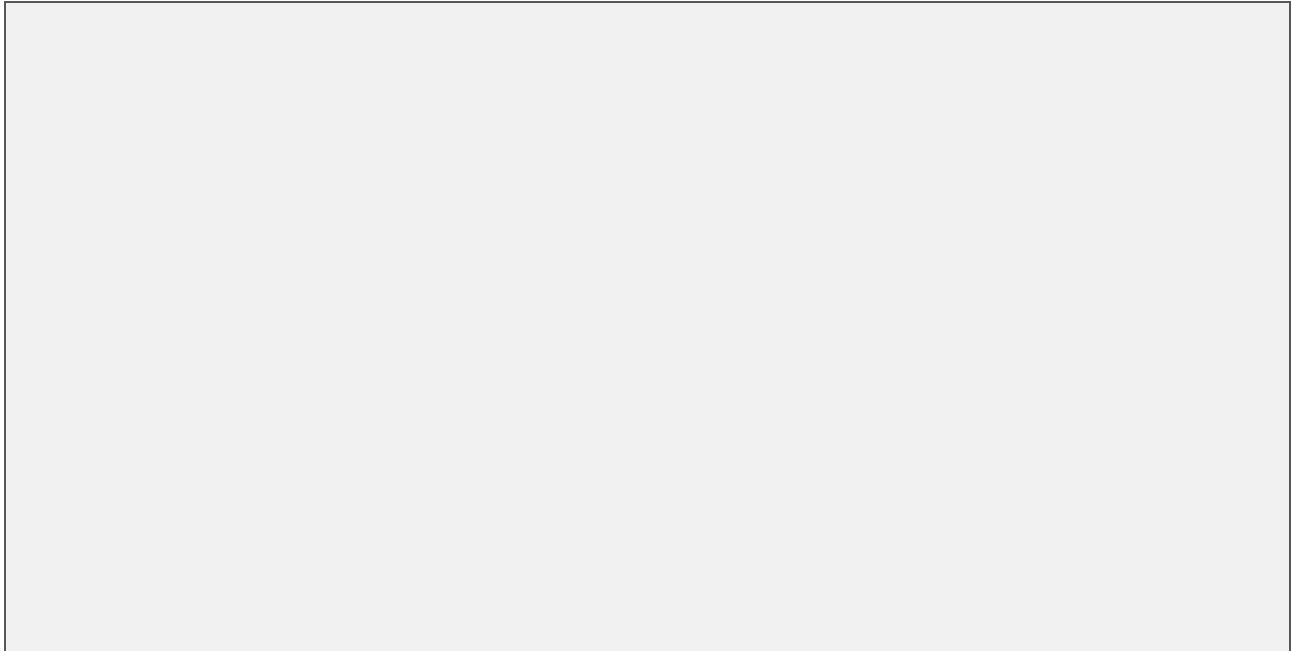
	yes	no
Registration required	<input type="checkbox"/>	<input type="checkbox"/>
Standalone application / must be installed	<input type="checkbox"/>	<input type="checkbox"/>
Playable directly in a browser. If yes, which one?	<input type="checkbox"/>	<input type="checkbox"/>
<input style="width: 100%;" type="text"/>		
Browsers have permission to execute Adobe Flash	<input type="checkbox"/>	<input type="checkbox"/>
Additional software needs to be installed. If yes, which one?	<input type="checkbox"/>	<input type="checkbox"/>
<input style="width: 100%;" type="text"/>		
Available for free	<input type="checkbox"/>	<input type="checkbox"/>

## Highlights

(remarkable aspects related to this game that should be mentioned)

## References

(For example: Internet link that provides guidelines for teachers who want to use the game)



## Screenshot(s) of the game

