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

Improving digital competences	<input type="checkbox"/>
Improving (inter)cultural awareness	<input type="checkbox"/>
Gaining geospatial / geographical competences	<input type="checkbox"/>
Learning a language	<input type="checkbox"/>
Improving cognitive functions / brain training	<input type="checkbox"/>
Promoting awareness to immigrants	<input type="checkbox"/>

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"/>
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"/>
<div style="text-align: center;">Adobe Flash Player</div>		
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