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		
Standalone application / must be installed		
Playable directly in a browser. If yes, which one?		
Browsers have permission to execute Adobe Flash		
Additional software needs to be installed. If yes, which one?		
Available for free		

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