European LABoratories of Role-Play Gaming to promote school social and emotional culture

**Project Duration:** December 2023 to November 2025

### Hou?

of Tabletop Role-Play The gaming use allows for students activities have to metacognition moments increasing emotional and individual skills and promoting an inclusive and supportive school environment

## What?

EuLabRPG aim is to empower students and their wellbeing and aids teachers' by counteracting mental disease risks and protective abilities.





















### Who?

Targeting secondary and tertiary school teachers and students aged between 13-19

### Result?

The result is a dedicated school curriculum filled with methodologies, competencies and supplementary activities to participating schools. A training toolkit is made available to staff while the final handbook will guide schools on how to develop Table-Top Role Play Gaming(TRPG) scenarios.

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