

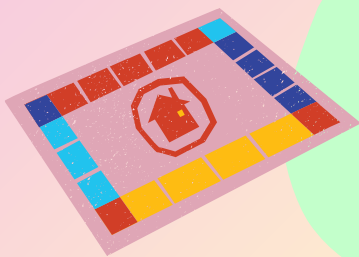
**European
LABoratories of Role-
Play Gaming to promote
school social and
emotional culture**

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



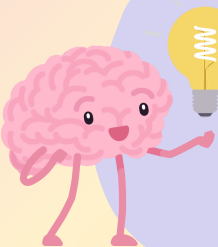
How?

The use of Tabletop Role-Play gaming activities allows for students to have 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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