

EuLabRPG Newsletter

Number 2



Learning Teaching Training Activity

The October LTTA, 28th to 30th 2024 in Rome was a transformative experience for the Erasmus+ EuLab Role Play Gaming (RPG) project. Participants explored RPG theory and practiced creating engaging scenarios. This fusion of theory and practice equipped them to design effective RPG-based learning experiences. The LTTA fostered innovation and collaboration, laying the groundwork for impactful educational tools. By understanding RPG mechanics and their pedagogical applications, participants were empowered to revolutionize their teaching practices.



Let's see how
the trainers
describe the
LTTA



For all of us participants, the theoretical knowledge we had about the educational value of RPGs became much clearer through this experience. We discovered how these games enhance players emotional and social skills by engaging them in interactive, problem-solving scenarios that require empathy and collaboration. We owe our gratitude to Consorzio RO.MA, LabGDR, and Jano Studio for their effective and inspirational training, along with their support in logistics and more.

*Eugenia Kollia, Vardakeios School of
Hermoupolis, Greece*

The first day of the LTTA began with a PowerPoint presentation, followed by engaging one-shot Table Top Role Play Gaming (TRPG) sessions. The second day focused on TTRPG methodologies and included a workshop dedicated to the scenario-building process. During the three-day event, participants gained deeper insights into the TTRPG framework, discussed project logistics, and planned next steps, particularly those related to implementing TTRPG activities in classrooms. The combination of insightful presentations, professional training sessions, stunning weather, and well-organized social activities made the event both memorable and impactful, enhancing the quality of the project's implementation and supporting the achievement of its goals.



Bernadeta Jankowska, X LO im. I.J. Paderewskiego w Katowicach, Poland



As LabGDR, we had the pleasure of organising it, thanks to the support of Consorzio.Roma, and hosting the LTTA in Italy. Over three full days, participants engaged in learning, playing, and teambuilding activities centered on TTRPG and exploring how to further develop the EulabRPG in the future. Thanks to the open mindset and eagerness to learn demonstrated by all partners, the meeting was resounding success! The food was excellent, and even the weather was on our side.

Antonio Scicchitano, LabGDR, Italy



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