

# EuLabRPG Newsletter

## Number 3



### Online Trainings

In February 2025, the EuLabRPG team organized two engaging online training sessions to drive forward our role-playing game (RPG) initiative. On February 6th, Jano Studio took on the role of game master, guiding participants through an immersive empathy-themed adventure. LabGDR facilitated the session, where key details were finalized to ensure a smooth experience. The February 11th session focused on hands-on gameplay, with participants splitting into three breakout rooms supported by LabGDR staff. Everyone explored the adventure developed during the Rome LTTA, discovering the game's creative and collaborative potential. Feedback emphasized how practice enhances gameplay, the value of stepping into different roles, and the exciting opportunity to play in target languages. Participants praised the innovative aspects, and the overall response was overwhelmingly positive. Stay tuned as we continue to refine and roll out this groundbreaking educational tool!

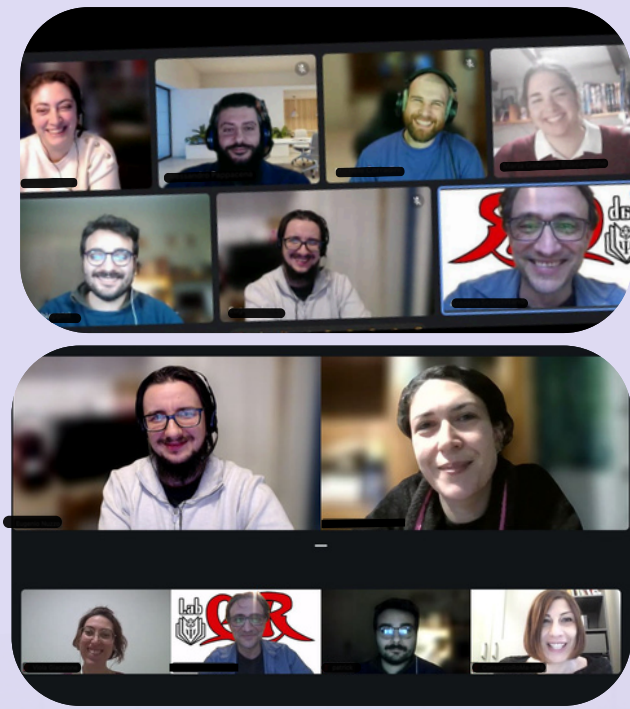


The teachers

The EuLabRPG project is developing fast and has reached its final peak. Thanks to the partners' efforts, LabGDR was able to host the Online Training linked to the WP3 in which the teachers of the partnership's countries participated with an open mind and enthusiasm. We play together to the brand new TTRPG developed by JanoStudio and based on the LabGDR methodology. It was amazing to see how the collective work of the EuLabRPG team helped us to give the best TTRPG possible, which could be a life-changing educational tool that will help students from all around Europe to develop social skills like empathy thanks to the support of their teachers. It was a great occasion to remind us how lucky LabGDR is to be part of a vibrant project in which every partner is doing his part and working hard toward the outcome.

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





## The trainers

The TTRPG (Tabletop Role-Playing Game) training session held on February 12, 2025 was an enriching experience for all participants. Everyone found the training engaging and well-structured. Hands-on activities were particularly effective in enhancing understanding and application of the methodology.

By playing the games, we gained practical skills in facilitating TTRPG sessions and integrating them into school practices. The training was well-received; however, some participants expressed the need for further support and refinement of implementation strategies to ensure its long-term effectiveness in diverse educational settings.

Implementing an RPG curriculum seems to help create dynamic, immersive, and competency-driven learning experiences that go beyond traditional teaching methods. Such an approach will certainly foster critical thinking, creativity, and emotional intelligence in students.

*Antonio Scicchitano, LabGDR, Italy*

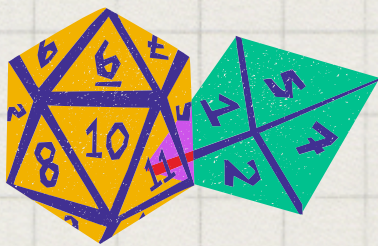


## RPG Curriculum

We are excited to introduce the RPG Curriculum, an initiative designed to support schools in integrating Tabletop Role-Playing Games (TRPGs) into their programs to enhance student mental health. This comprehensive curriculum, developed through extensive surveys and focus groups, provides educators with practical tools and strategies to leverage the collaborative and imaginative nature of TRPGs. By fostering creativity, empathy, and problem-solving skills, this innovative approach aims to create a supportive and engaging learning environment.

For more details, explore the full report and findings in our project [website here](#).

Let's roll the dice toward better mental health!



## Next steps

- 2nd Transnational meeting in Limassol Cyprus
- Finalize RPG Scenarios.
- Conduct online meetings for project implementation.
- Begin RPG Laboratories piloting and evaluating the project's outcomes.
- Multiplier events in each partners country

Please scan me to learn more!

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