

# EuLabRPG Newsletter

## Number 4



### Project Update

In recent months, the project has progressed remarkably well, thanks to the collaborative efforts of all partners involved in the development of EuLabRPG. The management of RPG Scenarios (Work Package 3) by LabGDR has enabled us to offer training sessions to partners, who in turn have supported teachers in experiencing role-playing game adventures as players. These experiences have prepared the EuLabRPG team to initiate RPG laboratories/workshops (Work Package 4), where participating teachers will conduct workshop activities in their schools using the rulebook, the character sheets of Fantasy Chronicles, the tabletop role-playing game based on the LabGDR methodology, developed by the Jano Studio team. The Greek, Cypriot, Polish and Italian schools that have participated in the workshop activities have already begun implementing these initiatives and have provided positive informal feedback to the EuLabRPG project partners regarding the beneficial impact of the project within the educational context.



### Transnational Meeting in Limassol A Perfect Blend of Progress and Hospitality

We're incredibly grateful to the amazing team at PASCAL Private Secondary School Lemesos for hosting a fantastic transnational meeting for the Erasmus+ EuLab RPG project on 13-14/3/25. Over two intensive days, project partners from across Europe came together to review internal training results, develop the playtesting framework, and coordinate upcoming local workshops in schools. Beyond the productive agenda, our hosts treated us to full immersion in Cypriot culture and history, including a guided tour of Limassol's old town. Next stop: Tralee, Ireland - October 2025!





## Impressions from Greek School

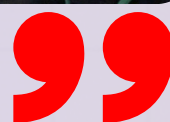
### RPG Laboratories/Workshops

We really enjoyed creating an activity that allowed us to step into a different role and connect with our students by playing together as equals. It was not only fun but also gave us the chance to build stronger relationships and see our students in a new light. Through the game, important values like empathy, teamwork, and self-awareness came through naturally.

It was rewarding to see students express themselves, collaborate, and grow socially in such a relaxed, engaging, and playful manner - simply by following the game process alongside them, without the need for additional intervention.

Aggeliki Tzalla,

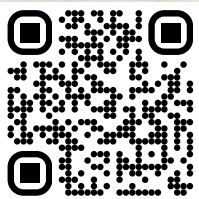
Vardakeios School of Hermoupolis, Greece



### Next steps

- Conduct online meetings for project implementation.
- Continue RPG Laboratories piloting and evaluating the project's outcomes.
- Last Transnational meeting in Tralee, Ireland
- Multiplier events in each partners country

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## Impressions from Polish School RPG Laboratories/Workshops

We've just wrapped up the first role-playing game sessions, which brought together both students and teachers. From the very start, the atmosphere was fantastic—there was time for integration, conversations, and getting to know one another before the game, which had a great impact on how the session unfolded.

The game itself was smooth, dynamic, and highly engaging. Students enthusiastically stepped into their characters' roles and dove into the adventure. The gameplay naturally created a space for developing important skills like empathy, collaboration, and self-awareness. Importantly, the game rules and character descriptions were clear and easy to understand, allowing everyone to fully focus on interaction and storytelling. It was clear that this form of activity really resonated with the students—they were motivated, creative, and open to working together.

Bernadeta Jankowska,

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

