

Promoting the Transition to Active Life through Gamification and Game-Based Learning

Ref. No. 2022-1-AT01-KA220-ADU-000086937

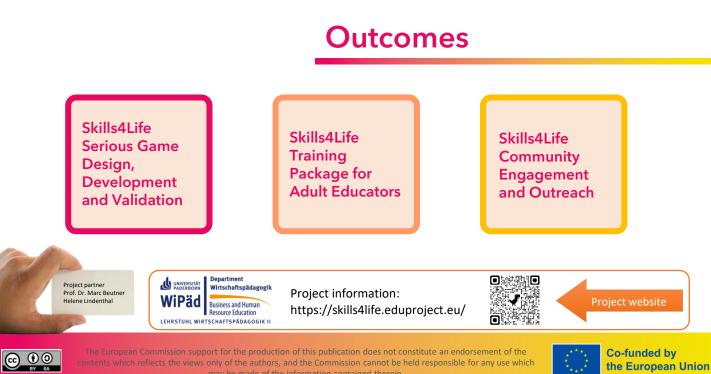
## Partner



Ai<u>ms</u>

The Erasmus+ project Skills4Life - Promoting the Transition to Active Life through Gamification and Game-Based Learning - aims to help young people from alternative housing situations with their transition to an independent life. In the EU, about 25 % of young adults leaving care end up in poverty or difficult social situations. That is what the partners of Skills4Life would like to stop!

With the help of a Serious Game, young people leaving care can play a game which gives them important information needed in their situation. This way the transition into their independent life can be easier. The players can use their knowledge and skills gained during the game, directly in real life.



contents which reflects the views only of the authors, and the Commission cannot be held responsible for any use which may be made of the information contained therein.