



Digitization and Culture for new generations – DiCultYouth

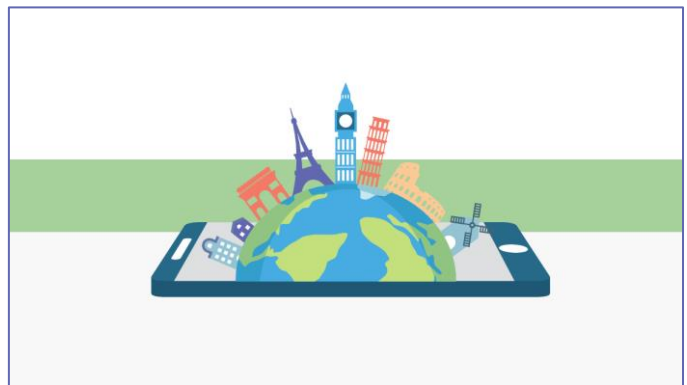
Newsletter 3, June 2020

DiCultYouth Game is now online

We are excited to announce that the DiCultYouth Game is now online! The DiCultYouth Game is an innovative game that aims to familiarise the youth with Cultural Heritage. In the Game, users can visit virtual locations and go through questions that will help them develop new digital skills. The game consists of 45 simple mini games divided in different levels of difficulty. The Game's goal is to motivate young people to enhance their knowledge and seek employability in the cultural sector and raise cultural awareness.

Check the DiCultYouth Game out at the project's website by visiting the link below and signing up:

<https://dicultyouth.eu/game/>



DiCultYouth Online Meeting

Partners of the DiCultYouth project met online on the 25th of May 2020 to discuss the progress and future of the project. The agenda of the meeting included the finalisation of the DiCultYouth Game, the progress with the project's third and final intellectual output: the DiCultYouth eLearning course, and the remaining events of the project, including the "Recognising Digital Culture for new generations" event that will take place in Novi Sad, Serbia.

DiCultYouth for Europe – Event in Athens

Have a below the video with moments from the event we organised in Athens back in March:



What is coming up next?

- eLearning course available in Summer 2020
- Recognising Digital Culture for new generations – Autumn 2020 in Serbia
- Final Partners meeting in Luxemburg



Visit our website <https://dicultyouth.eu/en/>



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