



**Co-funded by
the European Union**

Womenin Project #4 Newsletter

We would like to invite you to lecture of the fourth newsletter of the Womenin Project. The recent months let the consortium successfully conclude previously assigned activities and move on to the the current tasks. In the paragraphs below, we will share with you the key progress that consortium managed to achieve, provide more details on the current actions as well as outline upcoming responsibilities, that we are already laying the groundwork for. Let's deep dive and take a look how we develop industry-leading educational solutions!

Latest accomplishments

The game scenarios have been developed and reviewed

We are happy to inform you that the main portion of the content for the Minecraft Education didactic tool has been successfully crafted and passed our quality assurance review. We can't wait for you to be able to put your hands on the finished result! Our consortium worked hard to create a complete, engaging, and valuable learning experience - consisting of believable characters, compelling story-telling fostering ecological mindset, exciting exercises, challenges, and a lot of high-quality, industry-specific knowledge, that will serve as a foundation for every beginning entrepreneur. The story will guide you throughout the complete entrepreneurial journey of an ambitious woman, who gathers crucial insights from the world of business with each accomplished task and conquered challenge. With this task completed, we were able to integrate these materials within the virtual environment of Minecraft Education.

Successful creation of the first iteration of the Minecraft Education educational game

Thus, the process of Minecraft Education didactic tool development has been completed! This achievement marks a significant step forward for the entire project, that the consortium has been working hard on for recent months. The process of creation of this virtual environment itself was one of the final stages of the **Work Package 3**. It proves to be of the utmost importance, as it's only at this point that we were able to merge previously created narrative ideas, educational content, and visual aspects into one entity, giving us a preview of the final experience. Our current task is a thorough and detailed internal testing of technical aspects of this build, aimed at identifying any issues, inconsistencies, and room for improvement, that will enable our skilled developers team to introduce recommended solutions. All that to ensure that the final version of this tool will be a valuable, immersive, and easy-to-navigate educational experience.

Internal testing of the initial build of the game



With the first iteration of the Minecraft Education game ready, we can move on to the phase of initial testing. This activity is a crucial component of the software development. Creating complex, branching tasks and other activities in the virtual world is a challenging task, and minor inconsistencies or errors are expected to materialize. Carrying out thorough testing will enable all the participants to identify and describe any problems with the game. Afterward, thanks to access to this valuable feedback, developers will be able to prepare a second iteration of the environment, this time with integrated fixes and patches for the discovered bugs. This is an extra effort that we put into our creation, to make sure that once we release it officially, users will be provided with a polished, issue-free, high-quality educational solution, that can be explored without any distractions.

Upcoming tasks

The consortium has identified the following tasks to be carried out next:

- creation of the second iteration of the Minecraft Education game, improved based on received feedback, and translation of its content into consortium national languages,
- development of the project's sustainability plan, to ensure the continuation of its positive impact beyond its official lifecycle.

Dissemination & social media

Don't forget to visit our website and social media, where you can always find the latest updates regarding project progress, valuable publications, and much more!

Project website - <https://www.womenin-project.eu/>

LinkedIn - <https://www.linkedin.com/company/womeninproject>

Facebook - <https://www.facebook.com/ErasmusPlusWomeninProject/>

E-mail - womeninproject.eu@gmail.com

Partnership consortium:

INSTALOFI LEVANTE SL (ES)		
		
ATERMON B.V. (NL)	CONSORZIO MATERAHUB INDUSTRIE CULTURALI E CREATIVE SCARL (IT)	STOWARZYSZENIE "EURO LIDER" (PL)
		
CENTER FOR EDUCATION AND INNOVATION (EL)	E&D KNOWLEDGE CONSULTING LDA (PT)	CSI CENTER FOR SOCIAL INNOVATION LTD (CY)
		