Manifestation of Interest letter

To:

Prof. Jason Papathanasiou

Associate Professor at the Department of Business Administration

University of Macedonia, Greece

Coordinator of the SUSTAIN Project

From:

Name Surname

Role

Name of Organization

Dear Prof. Papathanasiou,

this is to confirm that the organization I represent, …………………………….....................

acknowledges

the "SUSTAIN - Game-Based Learning on Urban Sustainability" project, financed under ERASMUS+ Programme, Key Action 2 - Strategic Partnerships, as an important project for the development of a new board game that will allow European students to experiment and learn about transportation sustainability and societal metabolism, and

expresses

Its willingness to participate in this initiative and become an external supporter of the project throughout its lifecycle.
Its willingness to make use of

⃝ SUSTAIN Board Game   ⃝ SUSTAIN Course   ⃝ Both

Its willingness to support public dissemination and uptake of project, without any subordination link or bound to the Project Consortium, but in line and complying with the rules for dissemination set forth in the Consortium Agreement. In this perspective, we

agree to

- Facilitate, support and attend the network meetings and teleconferences organised by the consortium, if required;
- Facilitate, support and test the game/course developed and provide the consortium with the data emerged from the implementation of game/course;
- Deal with convenient confidentiality all the information and documents received;
- Support the dissemination of the project, for example by promoting the project outcomes and public events through our social media and networks;
- Identify subjects who might be interested to implement the course developed by the Project;
- Help game/course dissemination among other public and private educational organizations with which we are in contact.

The contact person in our organization for the SUSTAIN project will be:

Full name: _____

Position: _____

Address: _____

Telephone: _____   *Fax:* _____

E-mail: _____

Place, date

_____, _____   The Legal representative

                                                              _____

Annex: project description

The objective of the SUSTAIN project is to commence and promote sustainable literacy among students of higher education (and young people in general) through an innovative and student-centered education. To achieve this objective, the project will design, develop and implement a course to be taught in students of higher education; a course hybrid in nature, as it will combine game-based learning with an analytical style of education. In detail:

1) The course will deal with transportation sustainability, societal metabolism and decision making under those contexts. The purpose will be to teach students the definitions of those notions, how they are translated in everyday life, and formalize the mathematics necessary to make robust decisions.

2) The project team will develop small, illustrative simulation models that will make the definitions more concrete and allow students to experiment in a consequence-free environment. The simulation models can be used to identify scenario exemplars on how we can achieve sustainable urban transportation and a balanced societal metabolism, while taking into account formal decision making process. Thus, greater insights will be provided to the policy makers of the future regarding the complexities of decisions in uncertain issues where many stakeholders are involved.

3) The approach of the SUSTAIN project is hybrid and as such the material develop so far, will be translated, in elements and mechanics of a Serious Game. The purpose is to create a board game that will allow students to learn about transportation sustainability and societal metabolism through playing. One important aspect of the design of the game it will be that it will avoid being just an informational/fact-delivering game; the core design principle will combine delivery of facts with experiential elements that will allow students to explore their own sustainability goals and the means to achieve them.

The project team envisages that the impact of the project will be in three areas:

- At the European (and EU) level, the project will provide added value in the efforts of the EU to disseminate the principles of sustainability, while at the same time educate the future generation of policy makers to be better equipped to promote and achieve the SDGs. Furthermore, the project will continue the effort for an enhanced education that will utilize and incorporate the principles of game-based learning and IC Technologies.

- For the partners of the project, the impact will take the form of a strengthened cooperation and networking of different organizations among different European countries and with different scopes and experiences. At the same time, it will strengthen the role of the participating partners in their respective areas, as the project will bring cutting-edge research closer to students and citizens.

- Finally, for the students that will participate in the project, the new course will provide a more student-centered education that will inform them on important EU and global issues, and at the same time help teach them develop the key competences to deal with complex situations that they will have to face. The project will bring them in touch with the work performed by the partners and connect them with other facets of the European culture.

The overall aim of the dissemination activities outlined in the Dissemination plan is to ensure the right impact on project stakeholders. The objectives could be divided in:

- Creating awareness among the target audience about the project scope, activities, and main outcomes.
- Ensuring that the benefits resulting from project's activities and outcomes are clear and understandable.
- Promoting the originality of SUSTAIN approach through the spread of results and generating knowledge within the scientific and research communities.
- Building a network, getting close relevant stakeholders to the project ideas by dissemination and engagement activities.
- Identifying additional potential stakeholders, consumers and opportunities that arise from the feedback of dissemination activities