



# DYS 2.0 – EDysGate

## 502327-LLP-1-2009-AT-GRUNDTVIG-GMP

Euroface Consulting is pleased to announce you approval and initiation of the Grundtvig Lifelong Learning EU funded project "DYS 2.0" – of which it is a partner. The partners from Austria, Germany, Bulgaria, Czech Republic, Cyprus, Lithuania and United Kingdom are involved in the project.

The aim of the project DYS 2.0 through the using of the learning games is to support the development of vocational skills and life chances of young dyslexic adults. At project's end there will be available 275 learning games for young dyslexic adults in 6 languages

Project DYS 2.0 is intended for transfer and improvement of the successfully completed project EDysGate (<a href="www.edysgate.org">www.edysgate.org</a>), which provides a highly motivating and stimulating learning environment, where already the 175 learning games free of charge are available developed for training. Within the project life these games will be transferred into the new languages and 100 new games will be added. More levels of difficulty will be provided by adding Web 2.0 functionalities like an online game configurator.

The target groups are: young dyslexic adults at age of app 16-26 and trainers specialised on dyslexia.

#### Project aimed at:

- ncreased participation in lifelong learning by people with special needs by the help of innovative ICT-based special kind of learning games for young dyslexic adults
- Improving young dyslexic adults of senses important for their vocational knowledge and competences, support the development of their literacy skills, learning competences and thus support their self-confidence

## **Project activities**

- Project management
- Review of the 175 existing EDysGate games and transfer into new partner countries (CZ, CY, LT)
- Development of 100 new learning games & transfer into all partners countries
- Development of the project website and the framework for the learning games
- Pilots
- Valorisation
- Quality management

#### **Project outputs**

- Learning games
- Online game configurator





- Lifelong Learning Programme
  - Dissemination activities and project website development
  - Pilot tests in all project countries
  - Evaluation reports

# **Project partners**

- 1) Verein SPUNK AT
- 2) Tecnical University of Varna, Distance Education Centre BG
- 3) Euroface Consulting s.r.o. CZ
- 4) Cyprus adult education association CY
- 5) Kaunas University of Technology LT
- 6) Landesinitiative Neue Kommunikationswege M-V e.V. DE
- 7) Institut für Projektbegleitung und Kompetenzentwicklung DE
- 8) IBIS Creative Concultants Ltd GB