

Welcome to our 3rd Newsletter

In this issue :

- **TPM 3 in The Netherlands**
- **Best Practices**
- **Training Videos**
- **WT at Vivacité Festival**
- **Erasmus+ VET staff training**
- **COVID- 19**



## TPM 3 Da Vinci College, The Netherlands

The 3<sup>rd</sup> TPM was held at Da Vinci college in Dordrecht. Here we officially welcomed our new partner from Finland, FORSSAN AMMATTI-INSTITUUTTI | FAKTIA

We then updated each other on where we were with our outputs and worked together on our interim report. We discussed communication and dissemination strategies and financial reporting mechanisms before taking a tour of the college. We were able to see a prototype of the virtual reality glasses. DANMAR had been testing the app on android phones. We drafted a feedback survey for students and staff in preparation for the training event in France.



## Best Practices and Training Videos

Since the meeting in the Netherlands the final compendium on the Best Practices on Gaming for Elders and the training videos for using the VR software have been published and translated into the partner languages. Free access to them is available on our website <http://we-tomorrow.eu/>

## Vivacité festival, France

Graphistes de L'ombre held a promotional event in Marseille on 8<sup>th</sup> September 2019 informing 40 people about the project. They were invited to share a memory of their youth via a competition.



## Erasmus+ VET staff training at STUCOM

Paul McKillop from the Isle of Wight College was able to carry out a week's training at STUCOM from 16<sup>th</sup> to 22<sup>nd</sup> February. He taught and observed classes and was able to continue working on the We tomorrow project with Alex and Charo.

Moreover, he took part in a dissemination workshop that introduced We Tomorrow to more than 30 families interested in Erasmus projects .



## COVID-19

Planning for the final stages of our project has been disrupted so the final training and multiplier events will be postponed to next academic year.

