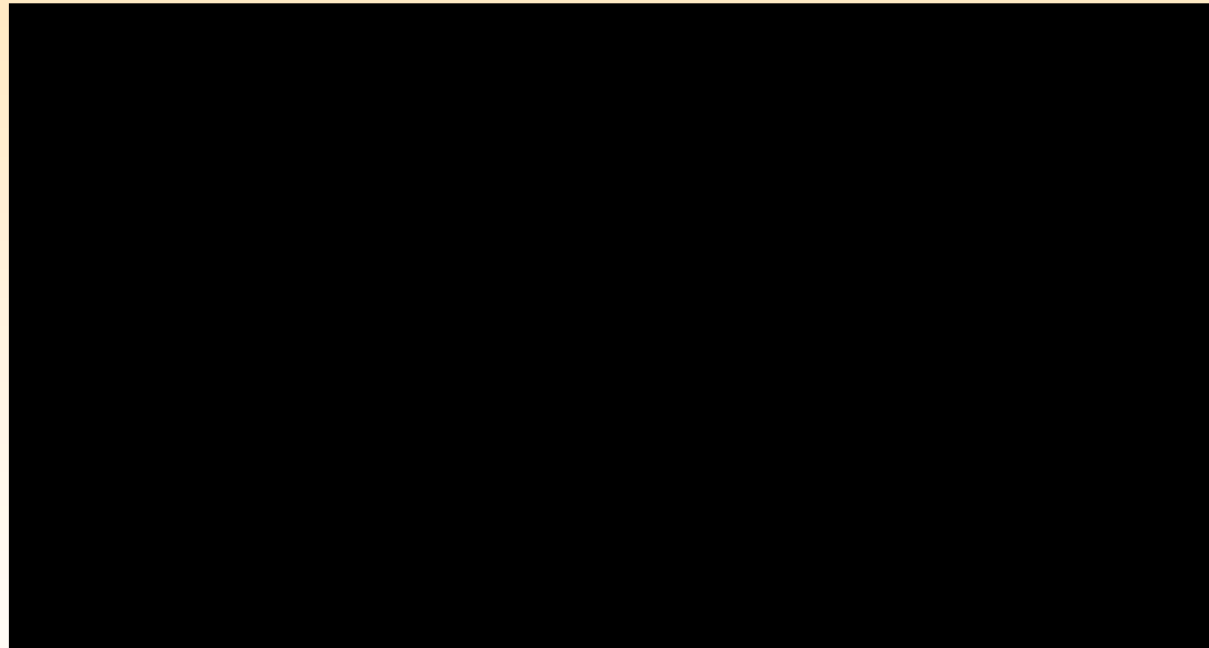


*EGGS: English through Game-based &
Gender-oriented Scenarios*



1) Partners

- **Project coordination**

Scuola Universitaria Professionale della Svizzera Italiana (SUPSI), Servizio Lingue e Mobilità (SLM)

- **Language and didactics**

SUPSI, Servizio Lingue e Mobilità (SLM)

- **Gender Issues**

SUPSI, Servizio Gender

Fachhochschule Solothurn Nordwestschweiz (FHSO)

- **Plots**

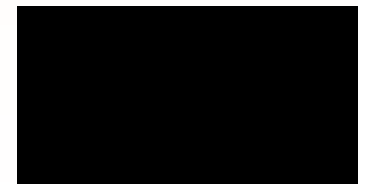
Hochschule Luzern (HSLU)

- **Graphics and animation**

HSLU

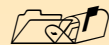
- **Implementation and platform updating**

eLab USI-SUPSI




2) Goals and target

Goals:

 *Integrating didactics into a videogame, in order to:*

- *enhance language learning*
- *provide a favourable approach to technology from the students' perspective.*

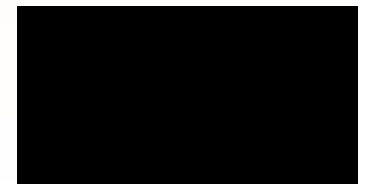
 *Providing support for a flexible blended-learning scenario suitable for*

- *students with family duties*
- *working students*
- *full-time students*
- *people involved in continuing education.*

3. *Using gender-sensitive didactics.*

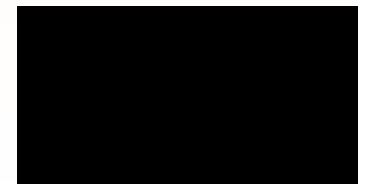
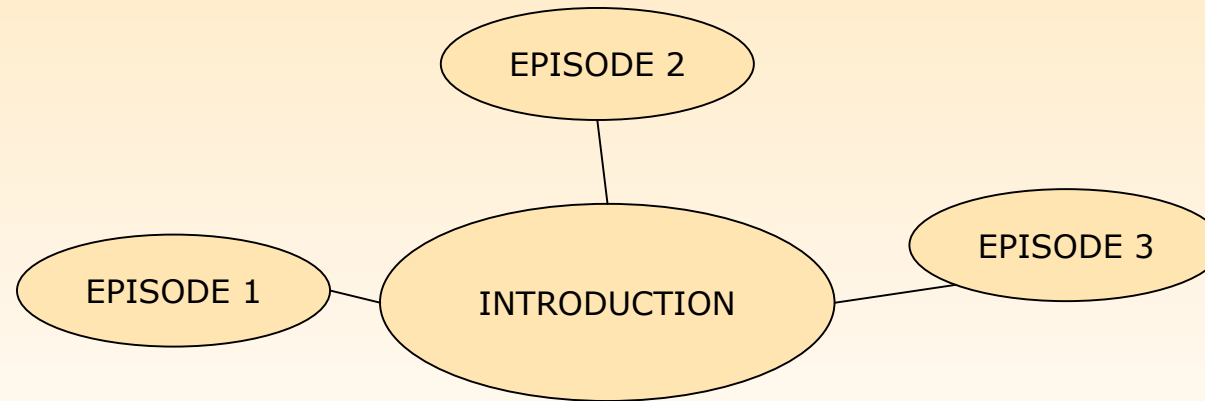
Target:

Female and male students from Swiss Universities and SUPs who are required to reach a B2+ level throughout their studies.

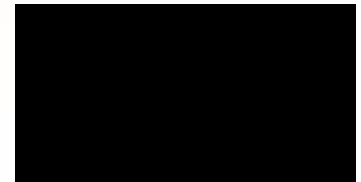
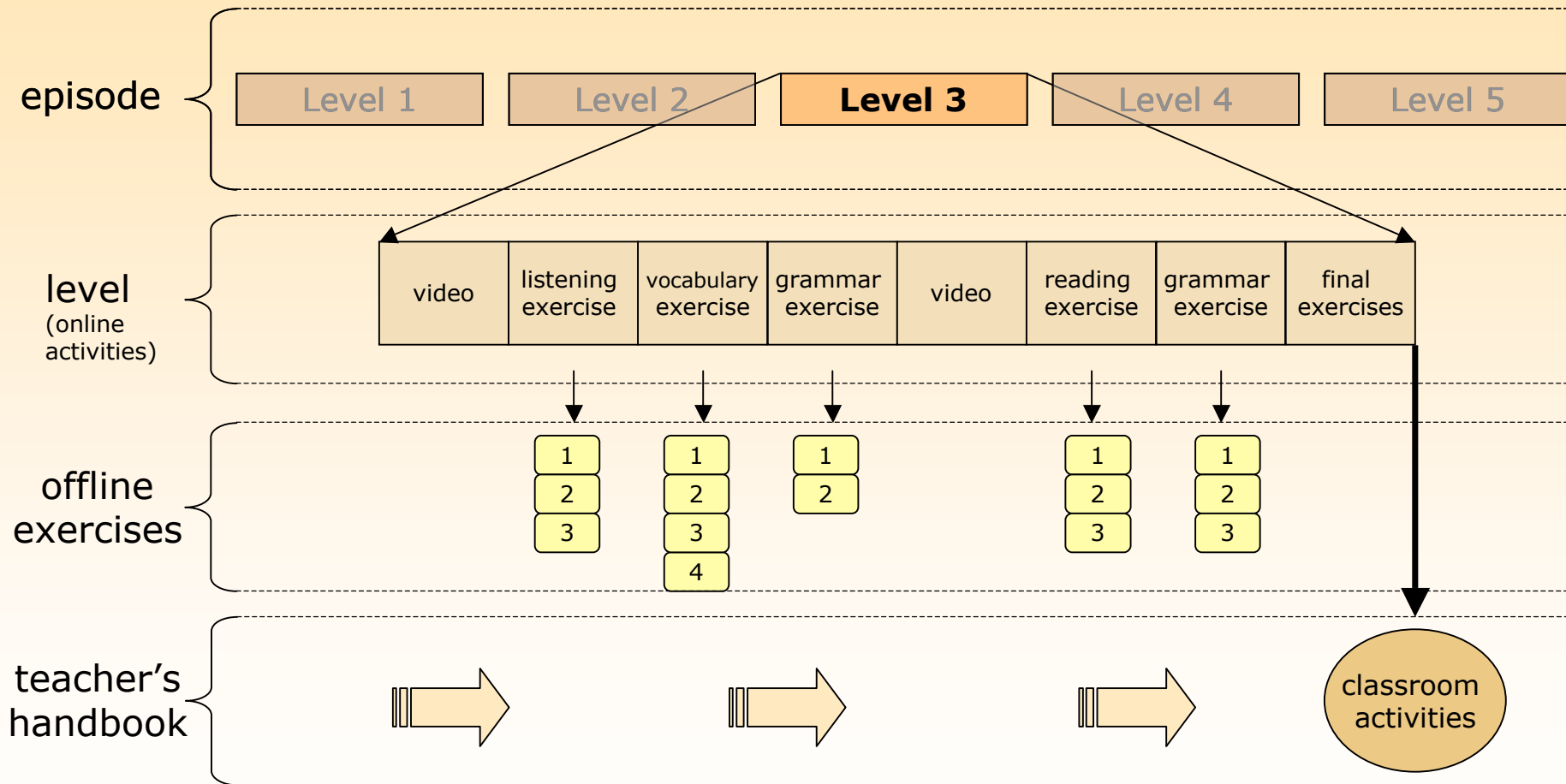


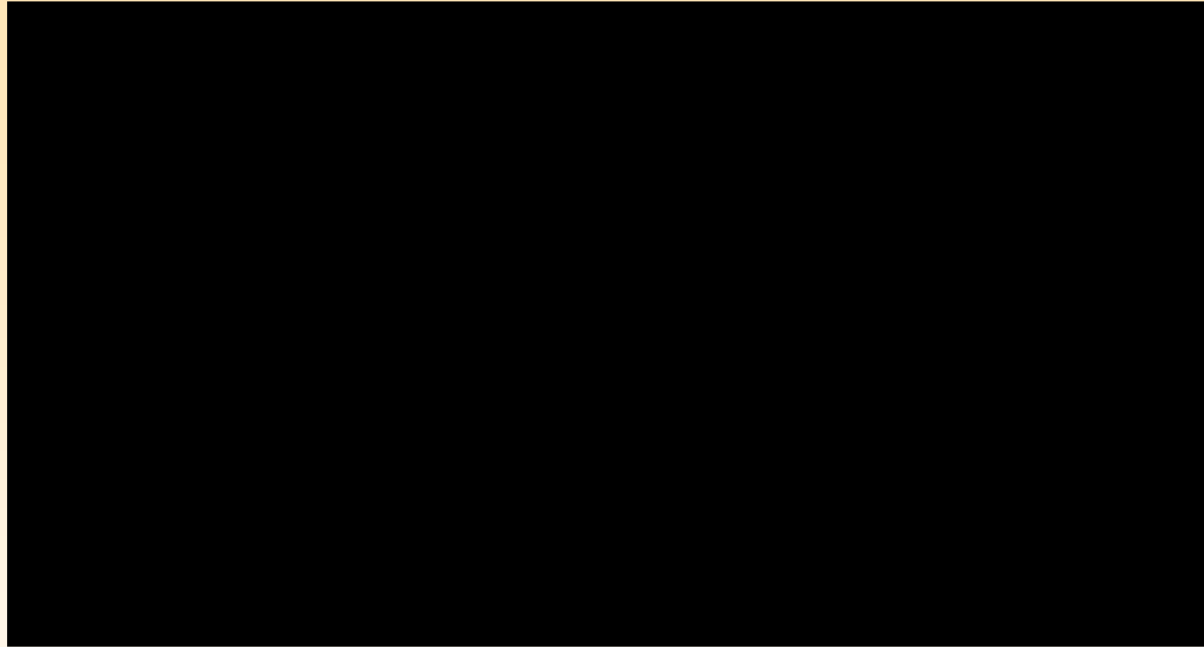
3) *Project structure*

- *Introduction + 3 episodes*



4) Pedagogical and didactical scenarios





Thank you for your attention.