



Here's what has happened in the last few months in the In-DigiT project and what's to come!

The project **Training Toolkit** is still going strong and has entered a final phase - last adjustments, translations and upcoming release on the project website! Read below for details on when you can expect to take our training course and play our digital escape games!

- **DIGITAL TRAINING COURSE**

Our training course titled **“Inclusive and Responsible Digitilisation in Training”** has moved to dubbing of video content and translations of written content. For those interested in deepening their knowledge on: digital accessibility, responsible digital practices, and building a fairer and more sustainable digital learning ecosystem, check out the course once it's published here!

<https://mygreentrainingbox.com>

- **DIGITAL ESCAPE GAMES**

Before being made available to the general public, our digital escape games are being assessed by an internal group of (gaming and digital learning) experts. The games will complement the concepts introduced by the training course and be playable for both desktop and mobile devices.

- **Game 1: The clockwork city.**

Players arrive in a city where some citizens are treated better than others due to algorithms being used in place of human thinking...and you are tasked with making decisions in order to protect the city!

- **Game 2: The time-travelling**

hackers. After the events of the first game, you arrive at the Archive from where you will be transported to 9 different time locations, in order to restore their normal state, and protect the timeline.

Check out a sneak peek of both games below!



Upcoming partnership meeting in Rome, Italy!

On May 7th and 8th, partners will meet in Rome, Italy to discuss the final phase of the project - increasing awareness of the project, its results and methodology.

This final meeting will also be used to discuss upcoming dissemination events, such as the project's international online conference in June and the hosting of multiplier events in partner countries: France, Greece, Bulgaria and Italy.

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IN-DIGIT PROJECT](#)**