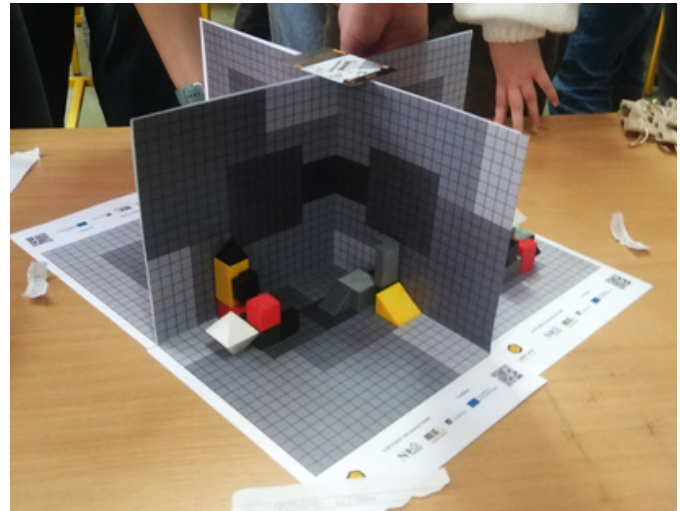


LEARNARCH: Teaching Tool for Architecture Learning

The project

LearnArch is a project co-funded by the European Union, within **Erasmus+**, the EU's programme to support education, training, youth and sport in Europe.

LearnArch is an Erasmus+ project, a partnership created between organisations from 3 countries: Romania, Greece and Portugal.



The team



The project aims to create an engaging and interactive learning environment by **developing a tool** that will help adult trainers and educators in the field of Architecture to enhance their training routines and foster a deeper **understanding of architectural concepts** for their learners.

Indirectly, the project can benefit different stakeholders: board game industry professionals, board game societies, enterprises, other relevant stakeholders and organizations involved in the education field that might use the tool created to **adapt it to their activity**.

The Consortium comprises three organisations with backgrounds in innovation, education, architecture and board games: **NEA (Asociatia North Eastern Architect)**, Roman - Romania; **Dracon Rules Design Studio**, Karditsa - Greece, **COFAC - University Lusofona**, Lisbon - Portugal.

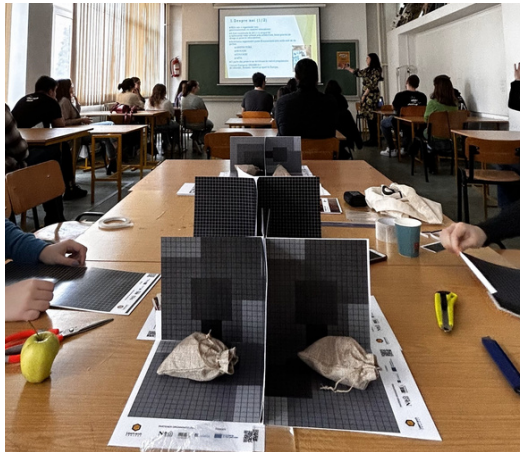




Light Box – LearnArch' board game tool

Light Box is a board game for **1-4 players** (or 1-4 groups of players) available in **4 languages: EN, RO, GR and PT**, aiming to introduce the players to **architectural concepts and challenges**, and allow them to collaborate in order to reach the game's objective.

Players engage by placing pieces on a **4-part board** to collectively earn points, navigating through **Placement and Artistic Phases** towards achieving shared objectives.



Ideal for **beginners and adaptable for advanced users** with 3D printing or digital platforms, the game includes a comprehensive Trainer's Guide for enhanced learning experiences.

Trainers play a crucial role, guiding through preparation, gameplay, and **reflection to deepen architectural understanding**. For complete gameplay mechanics and trainer involvement, refer to the official **Rulebook and Trainer's Guide**.

Light Box components:

The CARDS



A set of **18 Influence and 18 Team goal cards** represent strategic elements and objectives, guiding players' actions and aiming to fulfil specific goals in the game.

The RULE BOOK



A **guide detailing how to play**, win, and strategies of the board game, that can be modified by the trainer as needed.

The VOLUMES and BOARDS

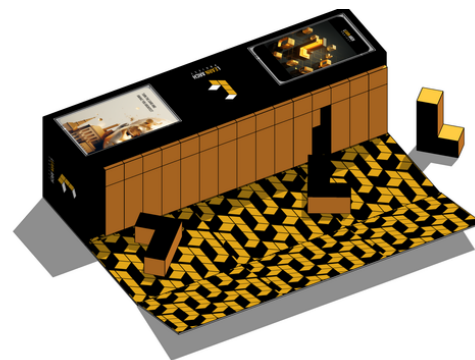


A collection of volumes are chosen by the educator to match lesson goals and complexity. 4 part boards (quarter boxes) will be used by the players to place the pieces of the game.

The TRAINER'S GUIDE



The Guide offers an in-depth look at game **mechanics and rule modifications**, explaining the game's various aspects.



Training activity - Game live test

Lisbon, Portugal

18 adult educators, 6 from each organisation, had the chance to test the tool created and bring their feedback to improve it.

During 5 days of Training Activity, which took place in Lisbon at COFAC - Lusofona University, the participants, such as educators related to architecture and game design developers were immersed in a comprehensive training methodology.



The participants were introduced to the educational goals of the game, ensuring a deep understanding of its purpose and mechanics by taking part in hands-on playtesting sessions. The direct feedback from the sessions provided essential insights for improving the game, moving it closer to its final version.

The training activity underscored the project's commitment to enhancing architectural education through innovative teaching tools.



A strategic decision was made to translate all game materials into the partners' languages, enhancing the accessibility and inclusivity of the game. This effort aimed to maximize the educational impact of the game by reaching learners and educators across different linguistic backgrounds.



Multiplier events

The LearnArch project's culmination is marked by three multiplier events across Romania, Greece, and Portugal, designed to disseminate its innovative board game aimed at revolutionizing architectural education. Targeting over 30 participants per event, these events aimed to equip educators with the newly created tool – fostering an engaging learning environment for architecture enthusiasts.

