

EU Funded Projects - Comparison Table

Project Title	Website URL	Game Platform	Cultural Clues	Linguistic
Aitmes Applying IT Mobile Education on Schools	www.aitmes.org/index.html	No	No information	English
eMapps Motivating Active Participation of Primary Schoolchildren in Digital Online Technologies for Creative Opportunities through Multimedia.	www.emapps.info	Yes	Cultural content could be added.	English
ENGAGE Learning European Network for Growing Activity in Game-based learning in Education offering	http://www.engagelearning.eu/	No	No	English
ELEKTRA Enhanced Learning Experience and Knowledge transfer	www.elektra-project.org	Yes	A game to learn physics which includes cultural clues from the medieval age.	English
mGBL mobile Game-Based Learning	www.mg-bl.com/	Yes	Cultural clues available	English
SIG-GLUE Special Interest Group for Game-based Learning in Universities and Life Long Learning	www.sig-glue.net/index.html	No	No	English
Touareg Tourism platform for European educational games	http://almaty.fh-joanneum.at/touareg/	No	No	English
Discover Helping teacher to discover the pleasure of learning and teaching	www.discoverproject.net	No	Multi-cultural training	English
UNIGAME Social skills and Knowledge Training	www.unigame.net (web address does not working)	No	No	English
IPerg Integrated Project on Pervasive Gaming	www.pervasive-gaming.org	Yes	Games for mobile devices. No clues about cultural surroundings	English
ARGuing Alternate reality game for education	http://arg.paisley.ac.uk/	Yes	Game for language learning. Cultural clues available	English
Game On GBL for Prisoners, those at risk of offending and ex-offenders.	http://gameon.europole.org/	Yes	Simple flash games Rare cultural clues available	English, Italian, Bulgarian, Greek and Romanian

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Goal Net Game On Accessible Learning Programme	www.goal-net.eu	Yes	Vocational education games. First screen shots of the games available. No information about game development .No cultural clues with these screen shots	English
80Days around an inspiring virtual learning world in eighty days	www.eightydays.eu	No	To utilize Immersive computer games for educational purposes	English
cu@city.eu A game on Citizenship for young people	www.mollydesign.com/citize_nship/	Yes	Online flash game. Cultural clues available.	English
L2C Learning to Collaborate	www.l2c.info Web site has gone !	No	No information available	No information available
Playmancer A European Serious Gaming 3D Environment	www.playmancer.com URL does not working	No	No information available	No information available
GAMES Games for Design and Verification	www.games.rwth-aachen.de	No	Trainings and creating game networks among researchers	English
InterLoc Digital Dialogue Games	www.interloc.org	Yes IM tools for learning dialogs	No cultural clues on the interface. However learning dialogues may include cultural clues	English, Based on dialogs.
InCoCo Innovation, Coordination and Collaboration in Service Driven Manufacturing Supply Chains	www.ventanasystems.co.uk	Yes, Simulation platform	No cultural clues.	English
ElderGames e-inclusion of elderly people	www.eldergames.org	Yes	May include possible cultural clues	English
ANSWER creative process of film and game production	www.answer-project.org	Yes but not available yet	.New project products are not available yet	English
edutain@grid GRID technology	www.edutaingrid.eu	Yes but not available yet	A platform creating online, multi-player interactive games. May include cultural clues	English
GameTools next generation realtime 3D libraries	www.gametools.org	Yes	Cultural clues available	English
G@L Games@Large Integrated Project's	www.gamesatlarge.eu	Yes .Not available	No information available	English

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VirtualLife computer-based simulated environment	www.ict-virtuallife.eu	Virtual 3D SIM. Access to Virtual life is not available	Multicultural clues may be available	English
TA2 Together Anywhere, Together Anytime	www.ta2-project.eu	New initiative. Platform is not available yet.	Cultural communication and interaction possible	English
TARGET Transformative, Adaptive, Responsive and Engaging Environment	Available soon (new project)	No information available	No information available	No information available
eCircus Roleplaying capabilities that understand social interaction	www.e-circus.org	Yes available to download	Cultural engagement is possible	English
RENAISSANCE Virtual Renaissance Court	www.cultivate-int.org/issue3/renaissance/	No	Culturally and historically reach environment.	English
INSCAPE Interactive Storytelling for Creative People	www.inscapers.com	URL link has gone	No info available	No info available
IRIS Integrating Research in Interactive Storytelling	http://iris.scm.tees.ac.uk/	No	Interactive story telling may include cultural clues	English
ThinknDrinkn? GBL for alcohol abuse in young people	http://thinkndrinkn.paisley.ac.uk/	Yes. Web based Role Playing Flash Game	Few cultural clues available	English
e-vita European life experiences – game-based and intergenerational learning	www.evitaproject.eu	No	Cultural awareness game.	English
Great European game	http://www.mladinski-ceh.si/	No	No info available	Sloveian
Prosperity Interactive Vocational Training System	http://prosperity.wsb-nlu.edu.pl/eng/o-projekcie.html	Not available	Decision making game and business simulation. But game is not available	English
BE CuLT extend Language learning platform	www.becult.org	Moodle learning platform available	No info available	No info available
Easy2 Language learning platform	www.easy2.org	Web based learning flash platform	Cultural clues available	English, Greek, Italian, French and German

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FUGA The Fun of Gaming: Measuring the Human Experience of Media Enjoyment	http://project.hkkk.fi/fuga/	No	No info available	English
GaS Games as Services	http://gamelab.uta.fi:8080/gas	No info available	No info available	No info available
GameSpace A Method for Design and Evaluation of Mobile Multiplayer Game	http://gamelab.uta.fi:8080/GameSpace	Mobile Game. But not available	No info available	No info available
mGain Mobile Entertainment Industry and Culture	www.mgain.org	No	Mobile entertainment concepts and culture, including legal and social aspects of mobile entertainment.	No info available
Consolarium Scottish center for games and learning	www.ltscotland.org.uk/ictineducation/gamesbasedlearning	No	No info available	No info available
Games in Schools	http://games.eun.org/	Research project	Research project	Research project
Games Atelier Development of location-based mobile games	www.waag.org/project/gamesatelier	Not available online	Cultural context available	English, German, Netherlands
DANTE/IPRASE project Learning by playing	http://www.iprase.tn.it/en/	No	No info available	English, Italian
Kaleidoscope Learning Patterns for the design and deployment of Mathematical Games	http://lp.noe-kaleidoscope.org/	Not available online	Math game, Cultural clues not available	English
Eurogame European Regions Game	www.educational-concepts.de/pprojects/eurogame.html	Not available	Multicultural environment	Multi lingual
Teaching with Games	www.futurelab.org.uk/projects/teaching-with-games	No	Game research project	English
Racing Academy	www.futurelab.org.uk/projects/racing-academy	Not available	Car racing game. Few cultural clues available	English
Honoloko An Island to Learn How to Care for Health and the Environment	http://honoloko.eea.europa.eu/Honoloko.html	Online available	A good example for cultural clues and multilingual game	Multi lingual
ILGRECO Implementing Learning Game Resources based on Educational Content	http://ilgreco.europole.org/	Online available for mobile platforms	No cultural clues. Text based.	Multi lingual

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Europa Eureka! Have fun discovering Europe and its languages	http://www.europa-eureka.cz/	Web based question based platform	Cultural subjects available	Multi lingual
Learning Game	http://learninggame.pixel-online.org/	Not available online	Video game research for learning. No info available about cultural clues and issues.	English
Radiation Games in Virtual Reality and Adressing Public Ethical and Risk Concerns	http://www.bioanim.com	Online java animations	No cultural clues	English, Chinese, and Slovene
SITCOM Simulating IT Careers for Women	http://vk-server2.donau-uni.ac.at/sitcom-moodle/	No	Games for girls. Gender issues	English
TiM Tactile Interactive Multimedia Computer games for visually imparied children	http://inova.snv.jussieu.fr/tim/	No	Game for visually impaired students. No cultural clues.	English