

## PLAY: Play, Learn, fight back Anxiety

More information: <http://play2fightanxiety.eu/index.php/project/>

We are glad to be sharing the first issue of the Erasmus+ project PLAY. Funded through [State Scholarship Foundation](#), acting as the Greek National Agency for Erasmus+, PLAY aims to effectively deal with student anxiety using an innovative gamified three-dimensional virtual world in which students will be able to prepare themselves in a safe and supportive environment, as the system will offer professional psychology support, while safeguarding their privacy. Led by the University of Patras and with the partnership of the Open University of Cyprus, the European Institute of Child Education (ICEP) in Ireland, and the University Institute ISMAI in Portugal. During the first half year of the project, the kick-off meeting was held in the University of Patras and the 3D Virtual World is already operational.

### Project kick-off meeting



The project kick-off was held in 28-29 of November 2020 at the University of Patras, Rion, Greece. Essential project decisions were taken, specializing the project plan constructively and sufficiently to allow detailed implementation work to follow. All partners were present and additional members of the team tele-participated, unknowingly anticipating the situation in the coronavirus pandemic. Monthly online meetings and full use of the TEAMS platform greatly facilitate the work.

# Play

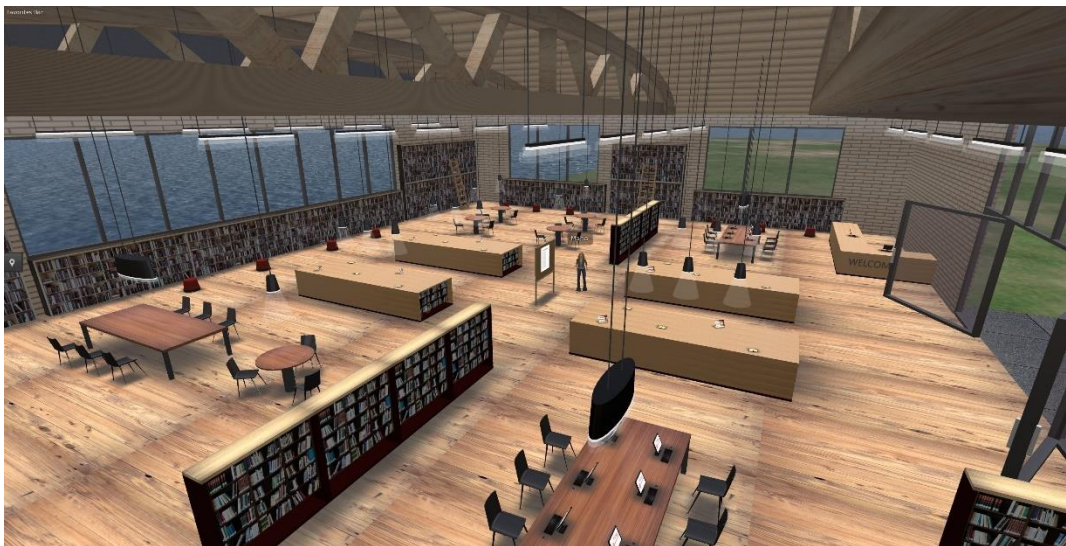
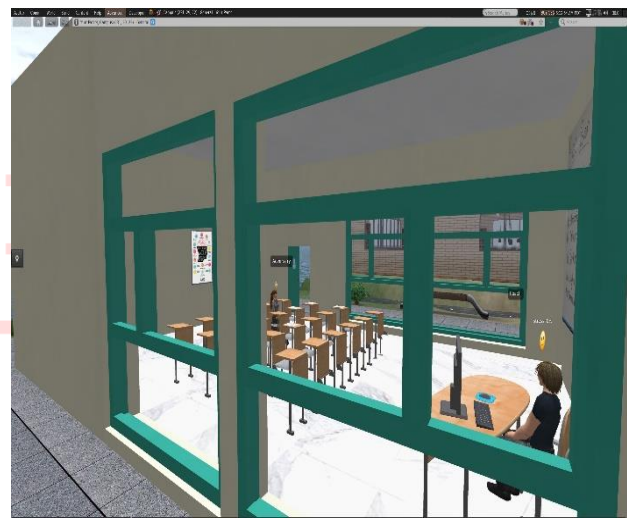
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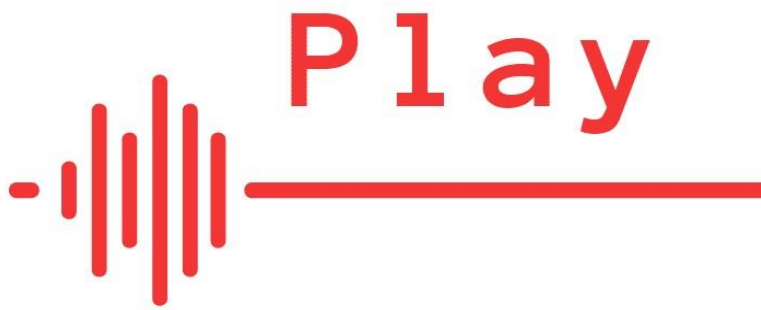


Project N° 2019-1-EL01-KA203-062549

## 3D Virtual World

Six months in the project significant progress has been made. The PLAY three-dimensional virtual environment is already operational and under functional testing. The screenshots here show the current state of development; a video demonstrates some of the interactive affordances::  
<https://youtu.be/9pflaERRaPc>





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## PLAY partner Video

A 4-minute video was created collaboratively by all project partners; in addition to explaining why the project is relevant to each, its development helped forge a closer partnership:  
<https://youtu.be/ESfkf82pd3I>

## Social Media and Website

- ✦ Additional, and more current, information as the project develops is uploaded at the PLAY website: <http://play2fightanxiety.eu/index.php/project/>
- ✦ A YouTube channel subscription allows you to watch future PLAY videos: [https://www.youtube.com/channel/UCcVkvfhi\\_f0W77sp84upoug?view\\_as=subscriber](https://www.youtube.com/channel/UCcVkvfhi_f0W77sp84upoug?view_as=subscriber)
- ✦ Project photos are uploaded at Instagram: <https://www.instagram.com/play.erasmus/>
- ✦ Related articles, similar projects, collaborations, synergies and project news can be found at the project fb site: <https://www.facebook.com/Play.erasmus/>



## With the support of



This project is being funded with the support of the European Commission, gratefully acknowledged here. The contents of this newsletter reflect the views of its authors and editors alone, while the EC cannot be held responsible for any use of its contents.



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