

THE EU COMMENIUS

LABlearning project



EARLY LABLEARNING
XPLOITATION

XPLOITATION^{special}

European Commission DIGITAL GAMES FOR EMPOWERMENT AND INCLUSION

LABlearning was offered an *early high level exploitation opportunity*, as one of the key partners in the project was invited to participate in the EU Commission policy and funding program development for 2014-20 called *Digital Games for Empowerment and Inclusion*, conducted by research leader James Stewart.

The project was invited to present the LABlearning activities and visions as a case in the policy development in Sevilla and Brussels in 2012.

Moreover LABlearning resources were invited to participate in the production of the final policy and funding program recommendations for the European Commission.

This participation highly influenced the final recommendations for the Commission and at the same time produced a lot of new inspiration to the project's media laboratories across Europe.

This policy-making activity is of extremely high value to the future of the LABlearning project.

Further information: LABlearning coordinator and Jan Gejel DK
<http://is.jrc.ec.europa.eu/pages/EAP/eInclusion/games.html>