



Foreign Language Gamification

Foreign Language Learning Gamified

Promoting a comprehensive approach to language teaching and learning in schools

FLAG, Foreign Language Learning Gamified, is a 2-year project funded by Erasmus+ that aims to modernise foreign language education through gamification. By creating a fun and interactive learning experience, the project focuses on equipping Generation Z students with essential 21st-century skills, including digital literacy, emotional intelligence, and environmental awareness.

Schools play a crucial role in shaping young minds, especially during their most formative years. With pupils spending a significant part of their day in an educational environment, schools have the potential to become places of creative thinking, inspiration and responsibility.

At the heart of FLAG is a mobile application designed to make language learning engaging and interactive. By gamifying English language learning, we aim to help students preparing for their final exams to develop not only language skills, but also digital literacy, cultural awareness and environmental responsibility.



Main Activities

- Developing a Mobile Application: A free, gamified app for English language learning
- Teacher Training and Resources: Providing teachers with modern tools to incorporate digital technologies in their classrooms.
- Research and Academic Publication: Investigating the benefits of gamified learning and publishing findings in academic papers.

Key Results

- A mobile application that makes language learning engaging and interactive.
- Digital curriculum content to support English language education.
- Strengthened digital and language skills for secondary school students.
- Insights into the effectiveness of game-based learning methods.

If you would like to know more about or contribute to the project, please **contact us** and we will gladly give you more information about FLAG, its results and how you can contribute to them!

Contact: Sabine Wiemann
info@flag.bupnet.eu

Partners

BUPNET - Germany
Érdi SzC Kossuth - Hungary
Érdi Szakképzési Centrum - Hungary
Ceglédi SZC Sztérenyi - Hungary
KIRIKKALE University - Turkey
Kanuni Süleyman - Turkey
TRANSTURK İÇ VE DIŞ TİCARET LİMİTED ŞİRKETİ - Turkey



Co-funded by
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