



A i t i c ' s J o u r n e y

Erasmus+
Enriching lives, opening minds.



Team 7



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Problem

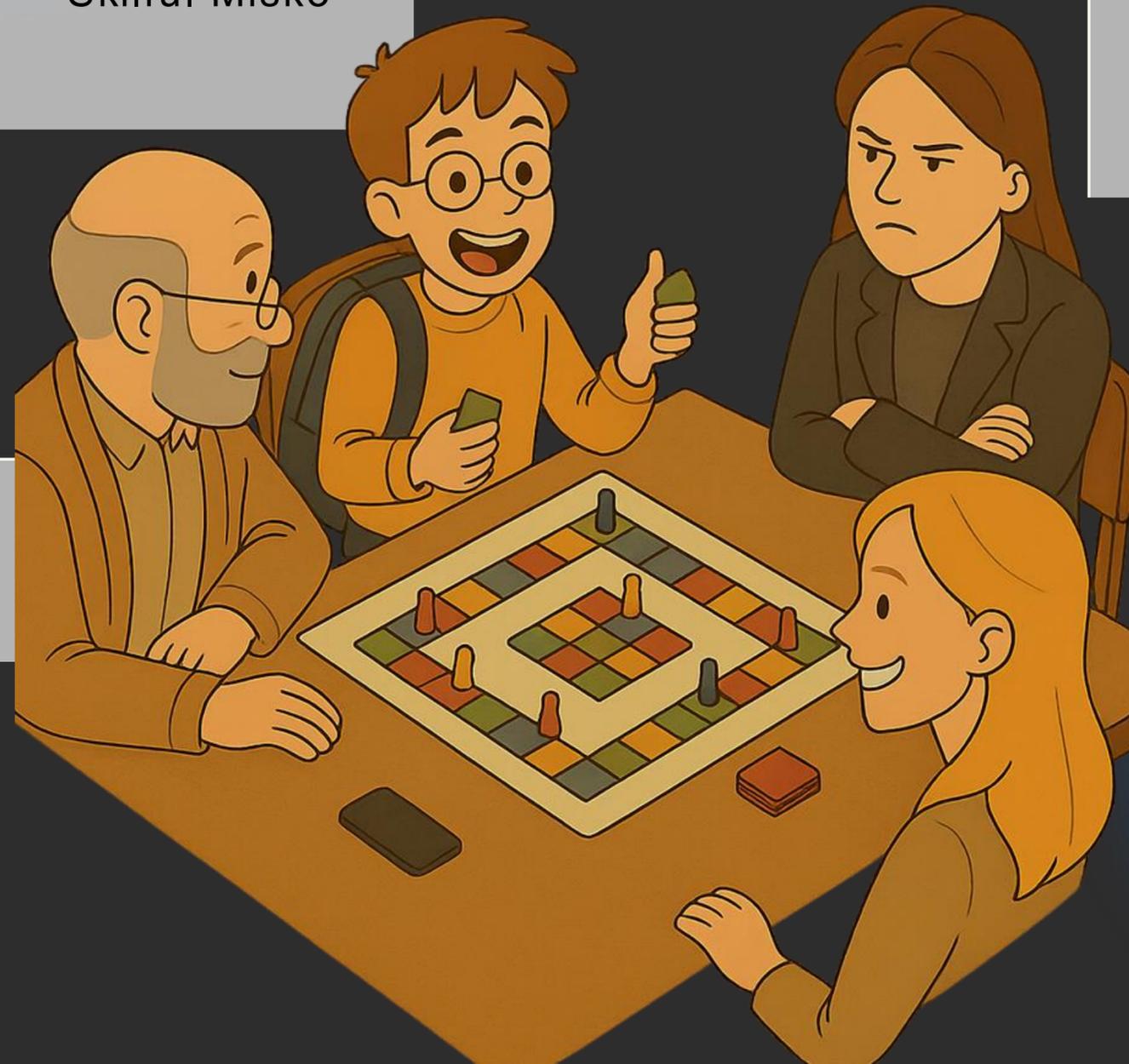
Target audience

Skilful Miško

Negativistic
Aunt Dorka

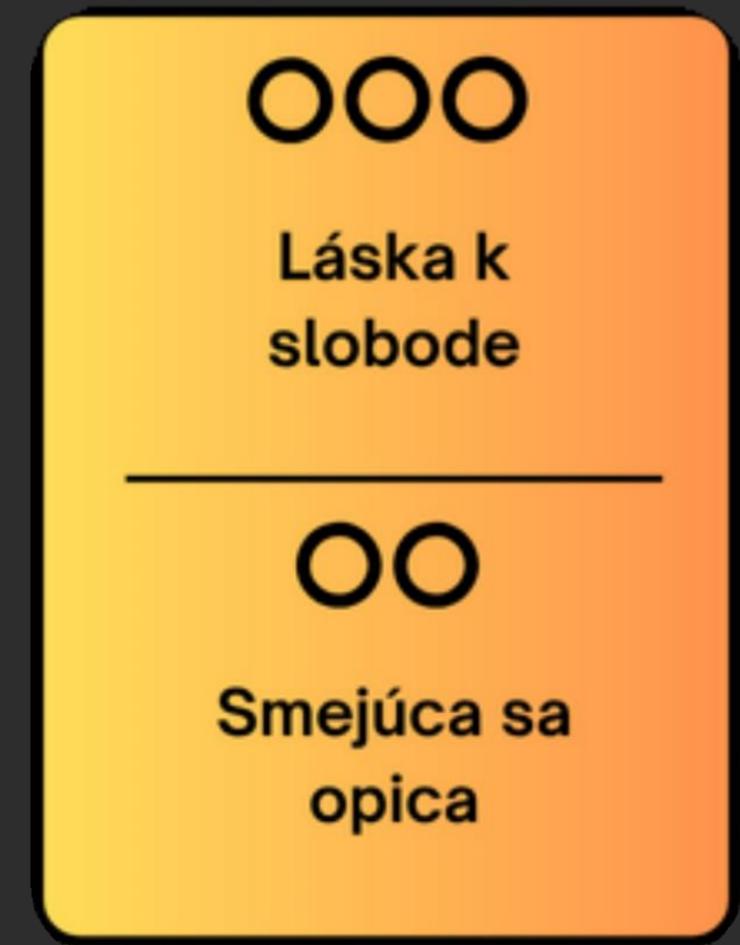
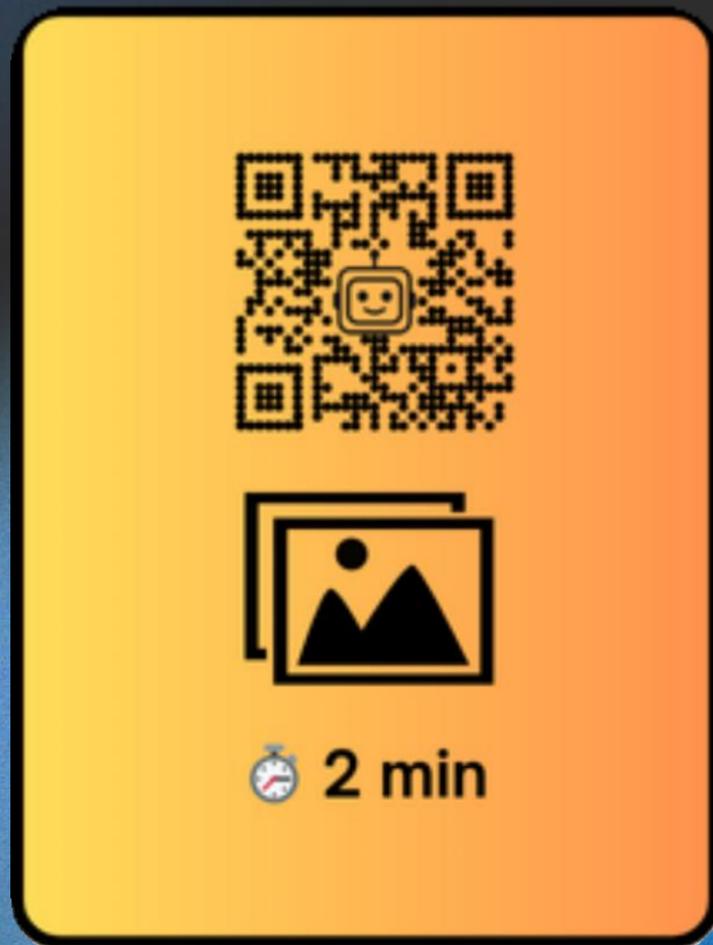
Positive Grandpa

Curious mom
Bea



S o l u t i o n

BOARD GAME



Impact

Change of attitudes

A positive experience through gaming
Safe space gaming
Relaxed atmosphere

**Reducing the
multigenerational
gap**

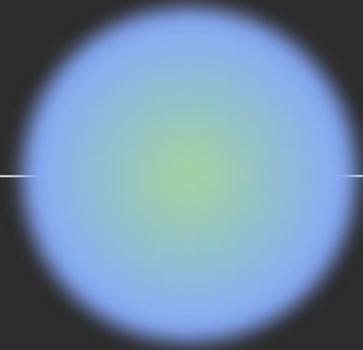
Acquisition of competencies

Digital competences and skills in practice



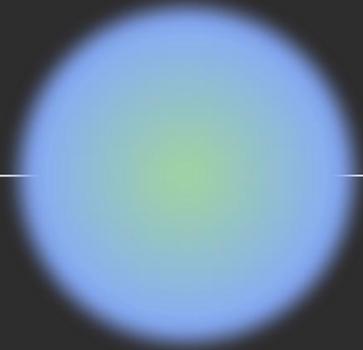
**We will teach everyone
to work with AI**

Sustainability



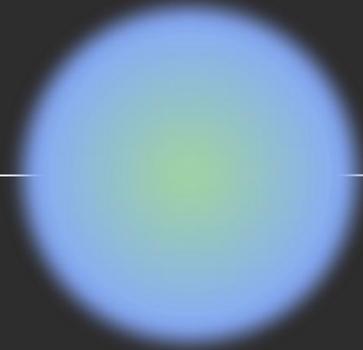
BY THE END OF
THE WEEK

Prototype



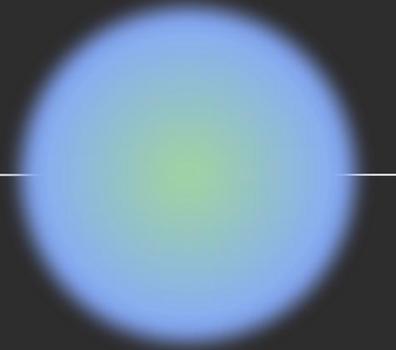
BY THE END
OF 2025

Pilot



FINANCING

Erasmus+



UPSCALING
2026/27

**New
modules**



Thank
you for
your
attention