3ⁿᵈ Online article

SELsMINE

Start

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REVISION HISTORY

Version	Date	Author	Description	Action	Pages

(*) Action: C = Creation, I = Insert, U = Update, R = Replace, D = Delete

REFERENCED DOCUMENTS

ID	Reference	Title
1	KA220-SCH-38F5DEFC	SELsMINE Proposal
2		

APPLICABLE DOCUMENT

ID	Reference		Title
1			
2			

Third article:
Project progress.

The SELsMINE project continues to make significant progress in its efforts to integrate social-emotional learning (SEL) competencies into the Minecraft game environment. Building on the first intellectual outcome, the evidence-based handbook, the project has successfully developed training scenarios within the Minecraft world that allow learners to practice and improve their social-emotional competencies.

By transcribing SEL skills into the mechanics and features of Minecraft, the project team has created immersive environments in which educators and learners can engage in innovative SEL training. These carefully designed scenarios offer a series of challenges that facilitate the development of SEL skills, providing a unique approach to fostering social-emotional growth.

The SELsMINE project places great importance on effective project management and collaboration. Regular meetings have been held to ensure smooth communication and coordination among the European partners through which the team has been able to monitor progress, address challenges, and maintain a shared vision for the project. This commitment to efficient project management has been instrumental in keeping the project on track and moving towards the new objectives. Likewise, financial reporting is an essential aspect of project transparency and responsible use of resources, which is why the SELsMINE team recently submitted its second financial report, demonstrating its dedication to sound financial management. This report reinforces the credibility and sustainability of the project by demonstrating the responsible use of resources.

Looking ahead, the SELsMINE project has embarked on the conceptualization and design of the SEL world within Minecraft. This exciting phase involves the creation of an engaging and interactive virtual environment that aligns with the project's objectives and the development of SEL competencies. The team has already defined the initial creative challenges that will be integrated into the game, providing students with stimulating experiences that promote the acquisition and application of SEL competencies.

As the project team prepares for a well-deserved summer break, it does so with a sense of accomplishment and progress. The achievements so far have laid a solid foundation for future implementation. The next milestone on the horizon is the third transnational project meeting, which will be held in the beautiful city of Sofia. This meeting will provide a valuable opportunity for partners to meet, share views, discuss future plans and further strengthen collaboration within the SELsMINE project.

It is a project driven by six European partners: DANMAR Computers, Asserted Knowledge - AKNOW, ATERMON, Digicult, NART - National Association of Resource Teachers and the University of Valladolid - UVa.

For more information about the SELsMINE project, visit its official website: http://selsmine.erasmus.site/.