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Erasmus+ Programme  
of the European Union



# The In-Cult Project



***Building bridges between adult education organizations and learners from (South-) east and (South-) west of Europe through the uniting power of the shared European intangible cultural heritage.***

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# Goals of the Project

- raise awareness of the importance of European cultural heritage and spread knowledge about its diversity through the educational online game INCULT
- help adult educators extend their competences, teaching methods and tools
- foster non-formal lifelong learning



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# Project Partners



**JLEU**

# Learner Group



- Learner Group in each country
  - Selected cultural treasures
  - Conducted interviews
  - acquired new practical skills, esp. in new media



# Intangible Cultural Treasures

- 7 treasures have been chosen for each country from different categories e.g. food, festivity, craft or tradition



Altamura bread,  
Italy



Valencia's Water  
Court, Spain



Rose Festival,  
Bulgaria



The art of the  
traditional blouse "ia",  
Romania



Licider craft,  
Serbia



Baking houses,  
Germany

# Output



- Memory game with cultural treasures



- Knowledge section:
  - Country description
  - Cultural treasures
  - Interviews
  - Additional information to download



- Media presenting treasures:
  - Audios
  - Videos



- Quiz with 4 sections:
  - Answer questions
  - Image meaning
  - Match treasure to country
  - Guess the number



- Educator Section
  - Teaching methods



# Website

- <https://in-cult-game.eu/>
- <https://in-cult-game.eu/EN/media.php?lang=%22english%22>

