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PROJECT “GAMING IN ACTION” **Engaging Adult Learners with Games and Gamification**

Project No. 2018-1-TR01-KA204-059315

The European Program "Gaming in Action" is evolving smoothly and according to the specifications in the proposal.

Thank you for your interest so far in "Gaming in Action". The comments you made show that you are personally and professionally interested in the subject. We are and will be at your disposal to contact you live or online to hear your feedback and to exchange ideas that may lead to better end results.

We would like to inform you that the project partners have prepared a scientific article entitled "Game-Based Learning and Gamification - Case Study" Covering all the Information the Partnership Gained from the project "which will be presented at the 37th International Business Information Management Association Conference (IBIMA), May 30-31, 2021 and will be included in the next issue of the Conference Proceedings (ISBN: 978-0-9998551-6-4) which will be published shortly.

We are sure that the Scientific Articles that will be presented and then published will be the occasion for reflection and for new ideas.

We plan to organize a presentation of articles that will be in the Proceedings of the IBIMA Conference during the Events that we will implement before the end of the Program in order to inform everyone interested in the latest Scientific views and Educational concerns.

With friendly and comradely greetings
Panos MILIOS

On the "Gaming in Action" web site <http://www.gamificationproject.com/index.php> interested parties can find all the information about it.

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