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of the European Union



# UPSKILLS: Educational Games / IO4

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## UPSKILLS Consortium:



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with financial support from



## Task Questions

Which unit/topic are you producing content for?

Are you most likely to use (a) off-the-shelf games (b) customised simple game (c) customised lives in transit (d) more than one of these options (e) none of these options  
Please discuss your reasons and motivations in more detail.

If using off-the-shelf games, how do you think can the game scenarios be used?



If using the customised simple game what form of content would you see as part of the game?

