

# ECOMINDS NEWSLETTER



## Online Meeting held on 14/04/2026

We held an online meeting on 14 April 2026 and discussed what has been successfully accomplished and what remains to be done. We've seen that we have successfully accomplished all tasks in due time.

Together, we planned the multiplier events to be held in each partner country and discussed details.

## COMPLETED EVENTS

- \* **Multiplier Event in Italy**  
April 26, 2026
- \* **Multiplier Event in Greece**  
April 27, 2026
- \* **Multiplier Events in Türkiye**  
April 29, 2026



## EcoMinds the Mobile Game is Out!

The mobile game "EcoMinds: Build a Sustainable Office," developed within the EcoMinds Project, is available for iOS and Android!

The game aims to raise young people's awareness of climate change and help them experience the green transition in an engaging and interactive way. Players manage their own office by making decisions on energy use, waste management, water consumption, and transportation while balancing budget, employee satisfaction, and environmental impact.

The game is designed to promote awareness of sustainable living and green skills. It encourages players to think critically and take responsibility for both individual and professional environmental choices.

Download now and shape a greener future!

### Game Guide for Trainers

The game is a fun way to learn about the sustainability and green transition in professional life, but it is also a great tool for youth workers, teachers, trainers and adults trainers to use during their trainings. We have prepared a detailed game guide for trainers to better understand the rules and goals of the EcoMinds mobile game.

