

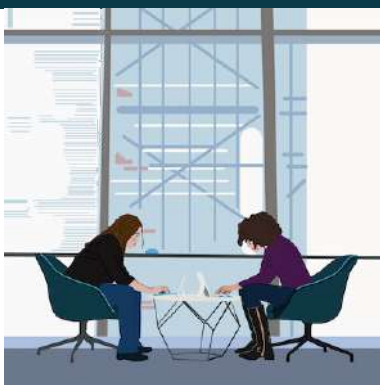
June 2022

Development of new graphic interface completed

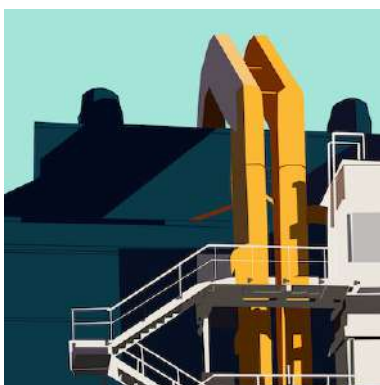
We've made significant strides in the development of our buGAM project. A key component of this achievement is the completion of the game's graphical interface. This was brought to life by our talented graphic artists, who have been diligently working on creating and testing the visuals for the game.

NEWSLETTER

To ensure a cutting-edge design, we've harnessed the power of modern tools specifically tailored for designing and testing websites and mobile apps. These advanced tools have enabled us to construct dynamic views, reflecting the latest trends in User Experience (UX) design. This milestone augments its user-friendly nature, contributing to a more engaging and immersive learning experience for the users.



We're eager to embark on the next stages of development and appreciate continued development in this innovative endeavor.



2nd Transnational Meeting in Poznań, May 2022

In May, we convened for our second Transnational Meeting in Poznań, a crucial gathering that served to propel our project further. Our discussions centered around key components of the project, paving the way for exciting developments..

A significant part of our dialogue was dedicated to the development of the game's engine and graphics. Our team of graphic artists has been working diligently on creating a dynamic and visually engaging interface. Utilizing modern tools for website and mobile app design, they have successfully completed the graphic interface that aligns with the latest trends in UX design.

Our conversation also delved into the educational aspect of our project, particularly focusing on IO4: Movie Education. This aspect plays a crucial role in our endeavor, as these movies provide a unique blend of entertainment and education, making the learning process more immersive and engaging for our target audience.



Furthermore, we discussed the new scenario (IO2) and its accompanying movie tutorial (IO3). The creation of a compelling and instructive scenario is instrumental in demonstrating the game's logic and interface to the users, further enhancing their learning experience.



**Co-funded by
the European Union**

The European Commission's support for the production of this publication does not constitute an endorsement of the contents, which reflect the views only of the authors, and the Commission cannot be held responsible for any use which may be made of the information contained therein.