

**EUROPEAN INSTITUTE FOR MODERN BOARD GAMES
(EIMBG) – LUDUS MAGNUS**

Valladolid, Spain

OID: E10340404

PIC: 871851909

Organisation type: SME

Sector: Education

Website: ludusmagnus.es

Contact: info@ludusmagnus.es



ABOUT US

The **EIMBG** is an educational organisation specialising in **board game-based learning, gamification and educational innovation**.

Our team combines extensive experience in education, training, research and European projects, working with learners and professionals across different age groups and educational settings.

WHAT WE CAN BRING TO YOUR PROJECT

- Board game-based learning
- Gamification and educational innovation
- Serious and educational game design
- Training of teachers, educators and facilitators
- Development of educational resources and methodologies
- Research methodology and statistical analysis
- Design and validation of assessment tools
- Impact assessment and quality assurance
- Scientific dissemination of project results

TARGET GROUPS

Children and young people · School and VET students · University students · Teachers and educators · Adults and families · Older adults

WHY PARTNER WITH US?

Educational expertise

More than 20 years of experience in teaching, training and educational innovation.

European experience

Experience in the design, implementation and dissemination of Erasmus+ and other European projects.

Research capacity

Expertise in research methodology, statistics, impact evaluation and scientific dissemination.

Specialisation

A distinctive focus on modern board games, board game-based learning, gamification and educational game design.

Digital dissemination capacity

Experience in designing, developing and maintaining websites and online dissemination platforms for European projects, including *Shared Memories* and *Play to Disconnect*.

RESEARCH & EVIDENCE

Our educational practice is supported by **research conducted by members of our team in collaboration with LudIA**, the research group on board game-based learning and gamification at Universidad Europea Miguel de Cervantes (UEMC).

Our work has been published in peer-reviewed journals including *Games for Health Journal*, *International Journal of Game-Based Learning* and *Simulation & Gaming*.

OUR TEAM

Ludus Magnus combines a **core multidisciplinary team with a network of specialist collaborators**, allowing us to build the most suitable team for each project.

Depending on project needs, we can bring together expertise in **education, psychology and neuropsychology, research and statistics, board game-based learning, gamification, digital education, artificial intelligence, Minecraft-based learning and European project development**.

Meet our team and collaborators: www.ludusmagnus.es/quienes-somos/

LET'S WORK TOGETHER

We are open to joining **Erasmus+ Cooperation Partnerships and Small-scale Partnerships** where our expertise can contribute to meaningful, innovative and evidence-informed educational outcomes.

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