

EUROPEAN INSTITUTE FOR MODERN BOARD GAMES (EIMBG)

LUDUS MAGNUS — ORGANISATION & PARTNER PROFILE

Learning that sticks through modern board games

OID: E10340404 **PIC:** 871851909 **Organisation type:** SME

Main fields: Education, training, research and social innovation

Website: ludusmagnus.es **Contact:** info@ludusmagnus.es

Explore our projects: www.ludusmagnus.es/trayectoria/



ABOUT US

The European Institute for Modern Board Games (EIMBG), operating under the Ludus Magnus brand, is a Spain-based organisation specialising in **evidence-informed education, training, research, and social innovation** through **modern board games, gamification, and game-based methodologies**.

Our **multidisciplinary team** designs and delivers learning experiences, educational resources, evaluation frameworks, and collaborative projects for diverse age groups and settings. We contribute to European and national initiatives addressing education, wellbeing, inclusion, intergenerational learning, digital wellbeing, and community engagement.

WHAT WE CAN BRING TO YOUR PROJECT

- Board game-based learning
- Gamification of learning pathways and participatory experiences
- Serious and educational game design
- Project concept development and methodology design
- Training of teachers, educators, and facilitators
- Development of educational resources and methodologies
- Research methodology, statistical analysis, and impact evaluation
- Design and validation of assessment tools
- Quality assurance
- Communication, scientific dissemination, and exploitation of project results
- Community engagement and intergenerational learning
- Design, development, and management of websites and digital platforms for European projects
- Design and implementation of learning experiences using Minecraft Education
- Design and development of educational chatbots and AI-powered teaching and learning assistants

TARGET GROUPS

Children and young people · School, VET and university students · Teachers, trainers, youth workers and facilitators · Adults and families · Older adults · Community and care professionals

WHY PARTNER WITH US?

Educational expertise

Our team brings more than 20 years of experience in teaching, training and educational innovation.

European and cross-sector experience

Experience in the design, implementation, quality assurance, evaluation, and dissemination of Erasmus+ and other European and national initiatives.

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).

Research conducted by members of our team 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 **European and national projects, research initiatives, and strategic collaborations** across different programmes and funding frameworks. We welcome opportunities where our expertise can contribute to innovative, inclusive, and evidence-informed outcomes in education, wellbeing, culture, and community development.

We can contribute as a consortium partner, specialist subcontractor, training and methodology provider, or research and evaluation partner.