



VOYAGER

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VOYAGER Web App

We are excited to announce that the VOYAGER web app with the Challenge Game is now ready, together with the official User Guide! The VOYAGER Challenge Game is designed to inspire young people (14–18) to take action for the environment through fun, team-based challenges. By combining learning, collaboration, and volunteering, the game empowers youth to explore topics such as eco-smart living, waste reduction, fast fashion, and the EU Green Deal. Over the course of a week, participants will complete interactive challenges, earn points, and discover how small actions can make a big difference for our planet.

Join us, play, and be part of building a more sustainable future!



The VOYAGER web app includes 15 carefully selected learning nuggets that introduce key environmental topics through videos, fact sheets, and team challenges. The app is available in English and in the languages of the five partner countries — French, Greek, Bulgarian, Turkish, and German.

Partnership



- Ecocene - France
- Pistes Solidaires - France
- ESICA - Austria
- Avrasya Yenilikçi Toplum Derneği - Türkiye
- Balkan Institute of Innovative Development - Bulgaria
- Institute of Entrepreneurship Development - Greece





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Project meeting in Greece

The VOYAGER partners had gathered in Greece last July for a project meeting dedicated to preparing the action plan for the development of the learning nuggets that form the core of the web app game. This meeting allowed to refine the educational content, align strategies, and ensure that the challenges would be both engaging and impactful.



Challenge game implementation

The VOYAGER challenge game will be rolled out across all five partner countries in the coming weeks, engaging groups of young people alongside youth workers. By involving both youth and youth workers, the initiative ensures a supportive and dynamic environment, encouraging meaningful dialogue and shared learning across different cultural contexts. Each country will adapt the sessions to their local settings, ensuring that the game remains accessible, engaging, and impactful for all participants.

Target Groups

- 15-30 year old youth
- Youth workers, trainers, leaders
- Environmental educators
- Youth & environmental organizations and their members

