

## Is IT green: Newsletter Nr. 3

### ENERGY SAVING research of information technology in the enterprises

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#### Project partners:



The main aim of the Is IT Green Project is to help those individuals who are responsible for IT & IS resources in European SMEs (i.e. IS/IT specialists or managerial staff) to **reduce the IT/IS energy usage footprint of their organisations** and so to take opportunities for **saving costly energy resources** within their businesses and help to improve business competitiveness.

So far we:

- have established a [website](#) with useful resources linked to ICT Green topic and
- have produced **an e-learning course**. As part of the 'Is IT Green' project a **serious game** has been also developed. Both items are in the translation phase.

You can find us on [Twitter](#), [LinkedIn](#) and [Facebook](#) where we are posting news and useful links. Join us today!

In the present newsletter we investigated the **serious game** that deal with learning.

Serious games are simulations of real-world events or processes designed for the purpose of solving a problem. Although serious games can be entertaining, their main purpose is to train or educate users. Serious game will sometimes deliberately sacrifice fun and entertainment in order to achieve a desired progress by the player.

The objective of Is **IT Green game** is to educate and teach the player about the various issues associated with energy in a context which is true to life when starting and there is always a place to improve existing business, to make business more environmentally friendly.

As our game is still in translation phase, you can in meantime play with the game which has been developed in previous project upon which our consortium relay: <http://www.energy-wise.biz/en/content/game>

We would love to hear your opinion. We are interested in your (success) stories about using serious games, obstacles you may have encountered and suggestions.

[www.isitgreen.eu](http://www.isitgreen.eu)

