

## News 35

### C2 - short staff mobility for training aim - day 3

**Creativity and inspiration were leading us through the third day of C2 meeting in Lorca.**



The first part of the day was dedicated to exploring game mechanics and the game development workshop. We also created our future board game prototypes using different tools. After lunch we had an amazing possibility to learn mechanics of creating board games from a very experienced games creator. Everyone was very motivated and inspired. Seeing the fruit of your work is a great reward after a whole day of work :)









