The PMBoG project is implemented by 7 organizations in 4 European cities, i.e. Rome, Thessaloniki, Udine and Frankfurt am Main. The Sapienza University of Rome is the lead organization.

Management, today, is a competence that has a very strong relevance in almost all fields and is increasingly requested also by people who do not have to become real Project Managers.

PMBoG aims to improve project management (PM) skills by using Edutainment, uniting the world of the PM and that of Board Games. By using a playful and fun method supported by an ad hoc developed boardgame, the complex nature of project management will be addressed, allowing players/students to manage situations where not only theory is relevant, but also the understanding of the structure underlying the dynamics of projects, resulting from the “in game” experience.

The Project goals are 1) promote project management literacy among professionals, students of higher education and young people in general, 2) develop an innovative and student-centered education program, helping to learn and understand project management principles, as well as hidden dynamics, 3) design a boardgame and an interactive learning environment based on simulation models, that will provide end-users and learners a more experiential training approach, challenging them to develop their own problem-solving solutions and 4) Create a network of organizations that are dedicated to increase public and private awareness and knowledge on project management topic.

The project has been funded with support of the Erasmus+ program of the European Union.

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