TRANSFORMATIVE
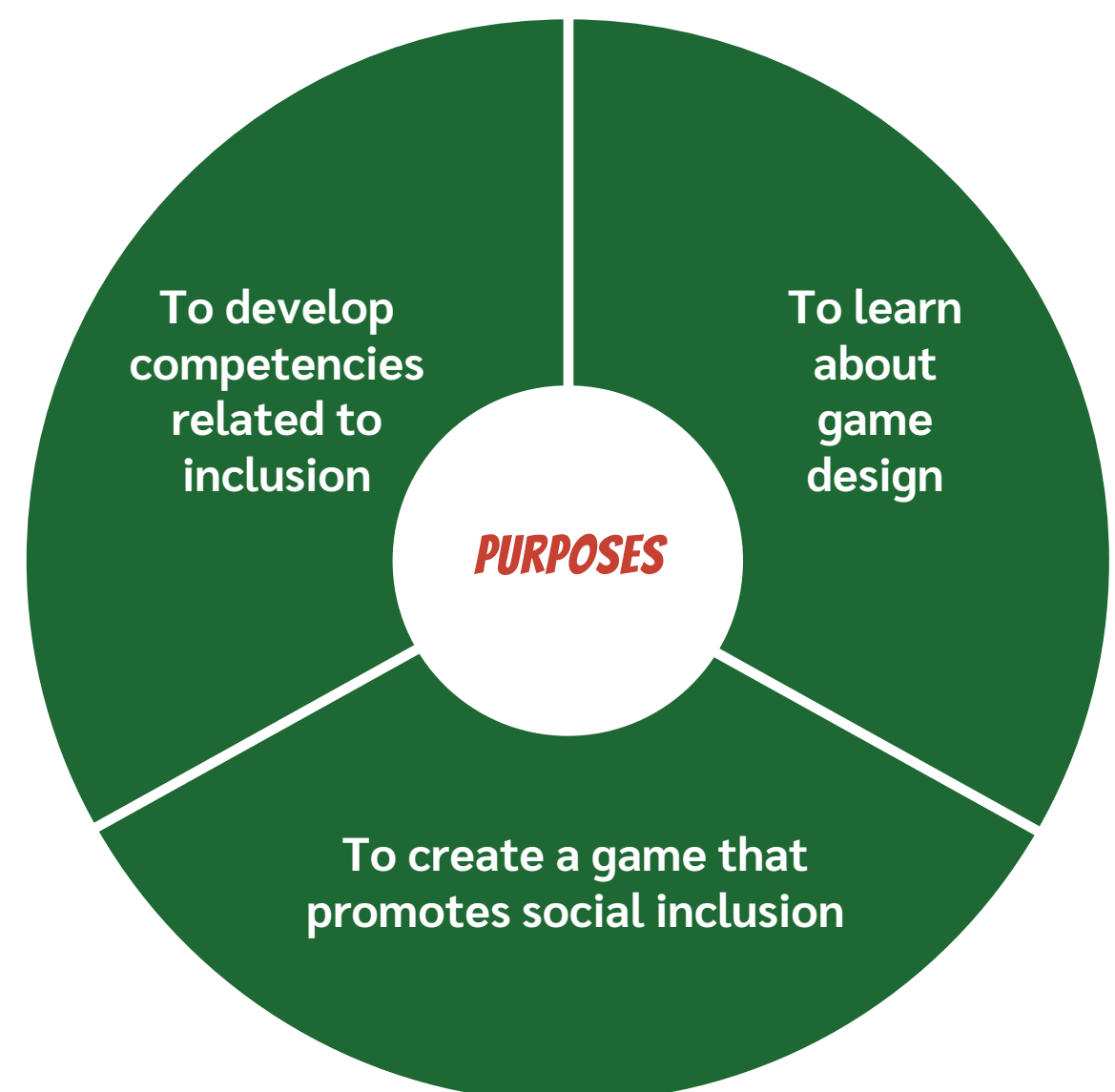
Projects developed in non-formal education settings, where young people enroll with the predefined objective of creating one or more games. Young people are involved in all the phases of the game design development. The main purpose of such projects is to learn about the process of designing a game, to develop participants competencies, and to create games that promote social inclusion among other young people.

YOUNG PEOPLE INVOLVEMENT

- Structure of the project
- Game testing
- Dissemination and multiplying
- Game development
- Concept of the game

PURPOSES

- To develop competencies related to inclusion
- To learn about game design
- To create a game that promotes social inclusion

● Young people involved   ○ Young people not involved

● Main purpose   ● Secondary purpose   ● Not a purpose

DEVELOPMENT

Collaborative small groups work, each designing one game, putting in action their knowledge and skills to create and validate the contents of the game. Specific time allocated to develop the games, combining theory and practice: from 3 full-day work to 2 months. The participants feel connected to the topic and purpose of the game, for that reason it's essential to end up having a tested and playable resulting game, and play it with other groups.

PARTICIPANTS

Mainly members of non-governmental organizations, participants in youth centers and higher education students. Heterogeneous profiles, depending on the target of the project.

OTHER ACTORS INVOLVED

Volunteers and youth workers (staff members) of non-governmental organizations or institutions involved, and expert trainers.

STRUCTURE

Usually, training courses or workshops with a predefined program. This model offers specific training about the potential of games and game based learning, the game design process, and about the general topics of the games to be created.

GUIDANCE

One or more group facilitators and expert trainers.
The relationship among the group of participants is as important as the resulting game.

PERSONAL COMPETENCES

Creativity ●●●●●
Resilience ●●●○○
Problem Solving ●●●○○
Adaptability ●●●○○
Communication ●●●●●
Critical Thinking ●●●●●

SOCIAL AND CIVIC COMPETENCES

Collaboration ●●●●●
Involvement ●●●●●
Respect ●●●○○
Empathy ●●●○○
Democratic Decision Making ●●●●○
Active Citizenship Practices ●●●●●

EXAMPLES OF EXPERIENCES

MANIPULATOR

EDUGAMING

Nature in hands of youth

Escape Rooms