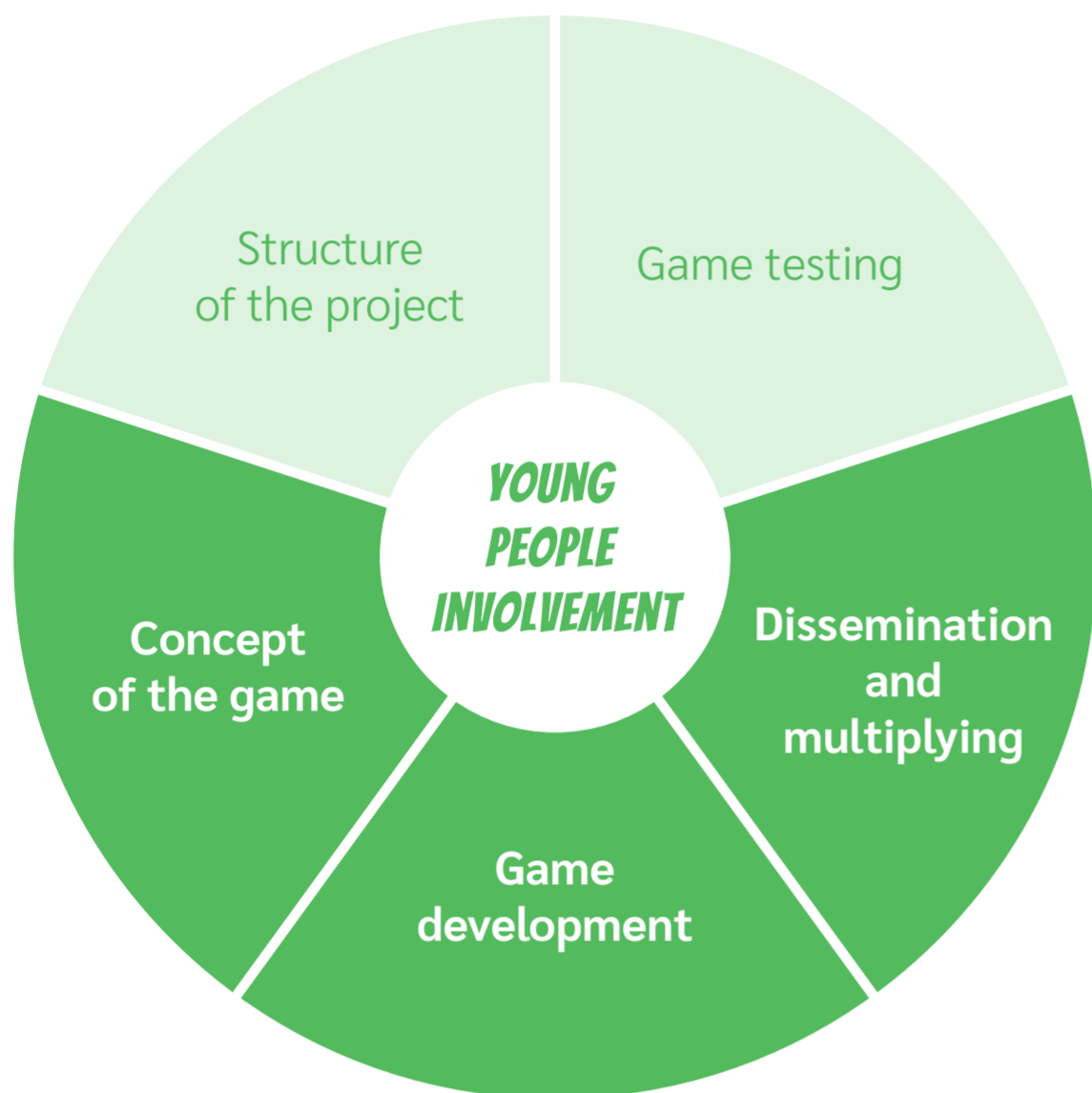


Projects developed in non-formal education settings, where young people enroll to design one or more prototypes of games. Young people are involved in all phases of the game design process, but the project does not include the phase of dissemination and multiplying of the created game. The purpose of the project is mainly to learn and experiment the process of designing a game.



● Young people involved ● Young people not involved ● Main purpose ● Secondary purpose ● Not a purpose

DEVELOPMENT

Collaborative small groups work in a guided and planned participation. Participants have a deep interest in learning how to create a game that they can use in future projects. Each small group creates a different game, which usually result in a prototype version. In many cases, they miss a longer testing phase and do not focus on the game dissemination. The development time is limited and planned: from 8 days to 9 months, depending on the project structure.

PARTICIPANTS

Young people with very diverse profiles depending on the project topic.

OTHER ACTORS INVOLVED

Youth workers (staff members) of non-governmental organizations, and expert trainers.

STRUCTURE

Training courses where young people enrol with a special interest in the topic, the potential of games as resources, or in the game design process.

GUIDANCE

Group facilitator and expert trainers in specific training sessions.

PERSONAL COMPETENCES	SOCIAL AND CIVIC COMPETENCES
Creativity ●●●●●	Collaboration ●●●●●
Resilience ●●●○○	Involvement ●●●●○
Problem Solving ●●●●●	Respect ●●●○○
Adaptability ●●●○○	Empathy ●●●○○
Communication ●●●○○	Democratic Decision Making ●●●●○
Critical Thinking ●●●●●	Active Citizenship Practices ●●●●○

EXAMPLES OF EXPERIENCES