

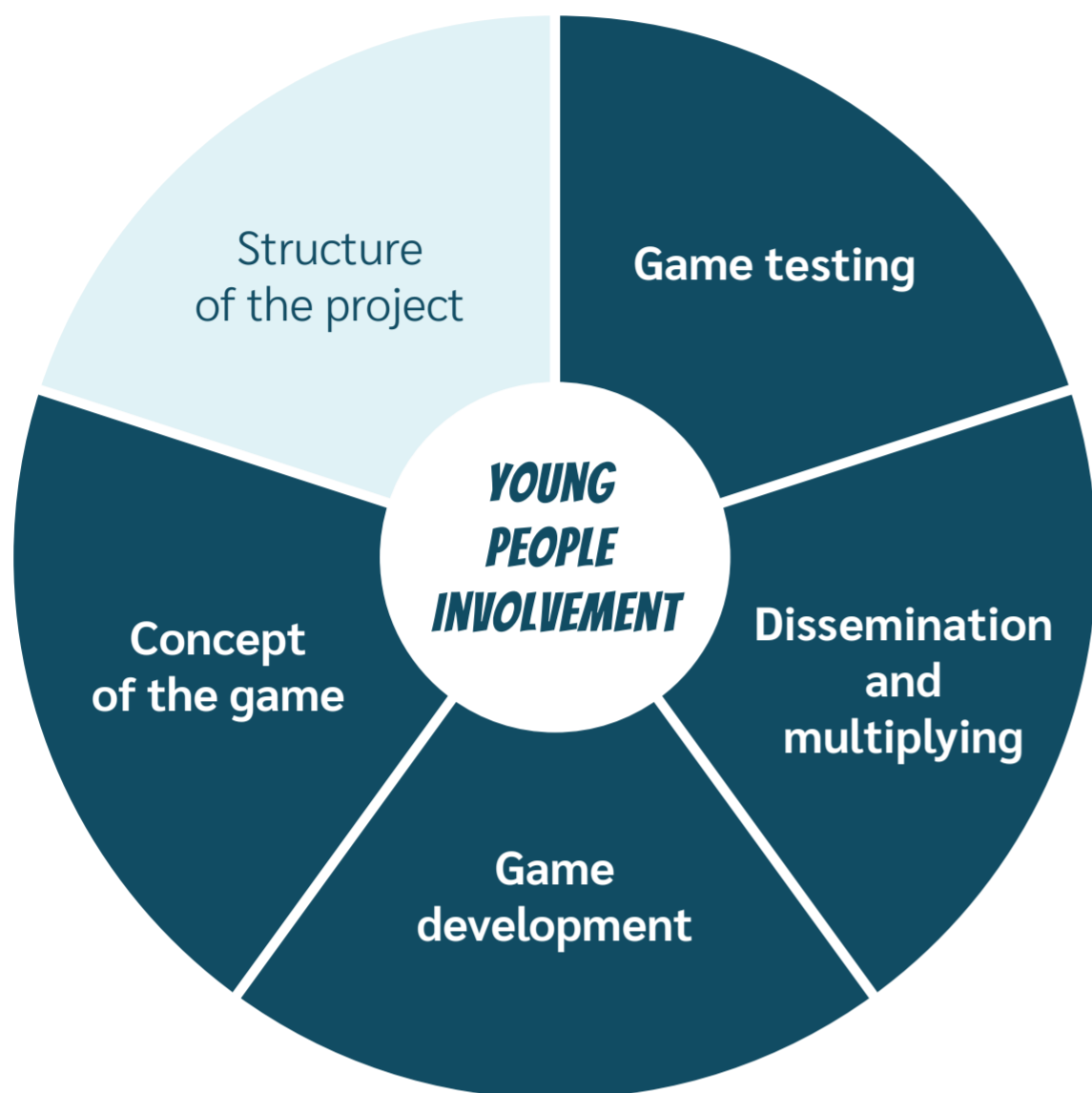


# PARTICIPATIVE



Non-formal education settings

Projects developed in non-formal education settings, where young people initiate the process and are involved in all phases of the game design. The main purpose of the project is to create a game that promotes social inclusion among other young people.



● Young people involved

● Young people not involved

● Main purpose

● Secondary purpose

● Not a purpose

## DEVELOPMENT

Collaborative small groups work, with guided participation in some phases of the project. Co-design and collaborative research of information to create and validate the contents of the game.

The process starts with the purpose of use the game produced as a social inclusion tool. Long development time: from 6 months to more than a year.

One unique game created. The topic of game is closely connected to the daily life of the future players.

### PARTICIPANTS

Mainly members of non-governmental organizations or participants in youth centers. They are at the same time the promoters and the participants.

### OTHER ACTORS INVOLVED

Volunteers and specific experts to help develop some parts of the game (game concept, graphics, coding...).

### STRUCTURE

Open structure built up on the way. It's a mixture of workshops, collaborative work in meetings and communications channels, and feedback from experts.

### GUIDANCE

Members of the association and sometimes experts to develop specific process or tasks.

### 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