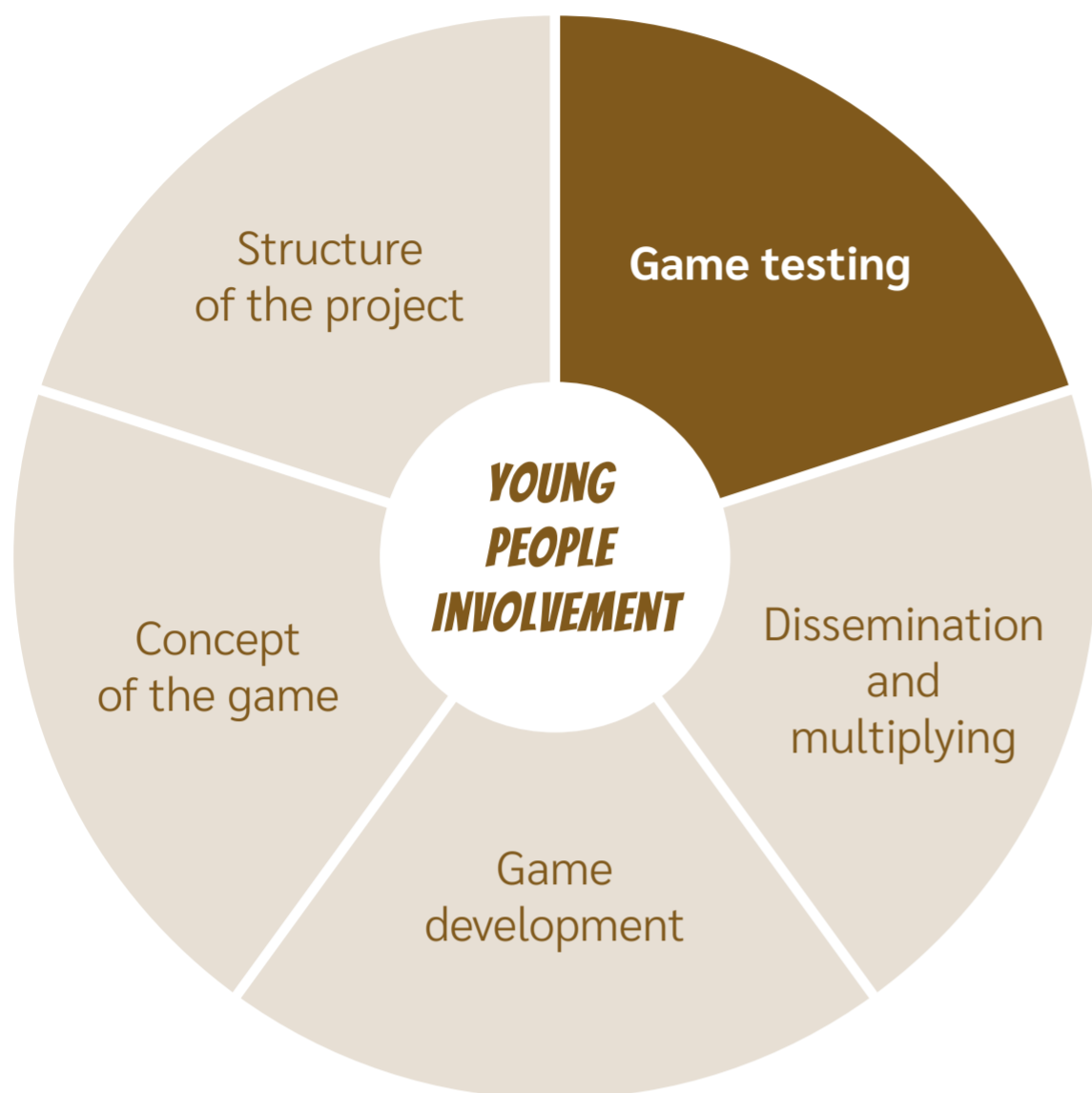




CONSULTATIVE



Projects developed in formal and non-formal education environments or created by private stakeholders, in which young people are involved only in the testing phase of the game (which is created by the promoters of the project). 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

The model develops a unique and specific game led by the promoting organizations. Young people participate in work sessions to test the game in depth and to give feedback about mechanics, game theme, or the topic content and integration. The development time takes from 2 hours (for quick testing and feedback) until 8 hours (with a long testing, discussion and suggestions for improvement). This model facilitates the participation of many young people in a same game concept.

PARTICIPANTS

Mainly high school students (for whom it was compulsory to take part in it), or participants in youth centers.

OTHER ACTORS INVOLVED

Youth workers (staff members) of organizations, teachers, experts in game design or graphic design, professionals of youth centers and volunteers.

STRUCTURE

Project to develop one unique game, where young people participate in the testing phase or refining game contents. All the activities are guided by the project promoters.

GUIDANCE

Mainly staff members of non-governmental organizations and professionals of the centers involved.

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

The
forest
tribe