PARTNERSHIP

CHALLEDU-inclusion | games | education-coordinator (Greece)
is an NGO that pioneers new models of learning, inclusion and engagement through game based methods.
www.challedu.com

PEK/AMEA (Greece)
is an NGO specialized in the field of special and social care. Since 1993, operates a community day care center for adults with Intellectual Disabilities and delivers inclusive services.
www.pek-amea.gr

E-SCHOOL EDUCATIONAL GROUP (Greece)
is a Life Long Learning Center, specialized on educational training with the use of modern technological tools and experienced in training people with ID to using technology.
www.erasmusplus.edu.gr

"ALLIANCE FOR CHILDREN" ASSOCIATION (Romania)
is an NGO, founded in 1994 by the teachers of the Special Schools in Arad. The Association currently supports of students with SEN
www.aliantacopiiar.ro

LUSóFONA UNIVERSITY (Portugal)
is the largest private university in Portugal, has more than 10.000 students and 1500 teachers
and offer 44 undergraduate Degrees, 45 Master Degrees, 11 PhD's programs and
42 Postgraduation courses.
www.ulusofona.pt

SPECJALNY OŚRODEK SZKOLNO-WYCHOWAWCZY NR1 (Poland)
is a public institution attendant by children, adolescents and adults with mild, moderate and severe intellectual disability aged 0-24.
www.sosw.elblag.com.pl

"Game energises us an enlivens us.
It eases our burdens.
It renews our matural sense of optimism and open us
up to new possibilities"

Contact Us:
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Website: idgames.eu

ID GAMES

"Co - Create assistive games for people with Intellectual Disability (pwID) to enhance their inclusion"

ID GAMES

Our project

The ID GAMES project is based on the belief that each person should be given the chance to be accepted, valued and have equal opportunities to develop their skills and personality.

The percentage of people with disabilities is 10-15%, with an increase of 2% over the last decade.
Intellectual Disability (ID) is a developmental disorder that affects the adaptive behavior and intellectual functioning of a person.

ID GAMES aims to:

-Promote social inclusion of pwID by involving them in participatory game design workshop

-Design serious games that empower various types of skills of pwID

-Advance the skills of trainers, educators, caregivers, healthcare and other relevant professionals addressing pwID

-Empower the organizations working with pwID or advocate the rights of pwID

ID GAMES project focuses on:

- Developing an innovative methodology of participatory living labs for inclusion where pwID, their carers, their trainers, healthcare professionals, game-designers/ developers, university students from related disciplines, people from local communities, volunteers, form mixed teams and design ideas-prototypes of serious games addressing the needs of pwID

- Developing 6 serious games (digital, physical, phygital) that adapt to the ages, interests and needs of pwID

- Creating an E-Course for strengthening the competences of trainers of pwID, relevant professionals, caregivers and organizations addressing pwID on how to organize and implement participatory game-creation workshops and how to use the serious games

- Developing an E-Platform with all the material of the project for sharing its results to a larger audience within Europe and worldwide and promoting inclusion and skills development of pwID and their carers and trainers.

Social inclusion of people with Intellectual Disability

Social Inclusion is a vital domain in quality of life for people with Intellectual Disability. Individuals with intellectual disabilities typically require lifelong support and are often at risk of being excluded from participation in society.

On the other hand research findings support that although people seem to broadly agree with the right of people with intellectual disabilities to be included in society, they are reluctant to interact with them, at least partly, to discomfort and anxiety.

This is what ID GAMES aims to change.