



NOVEMBER 2020



GAMES

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

3rd newsletter



FIRST LEARNING TRAINING ACTIVITY OF ID GAMES PROJECT

On the 26th of October the first Learning Training Activity of ID GAMES project took place virtually. For five days, 32 participants from Romania, Poland, Greece and Portugal received theoretical and practical training on the innovative methodology of co-creation game workshops for people with Intellectual Disability.

Professionals from different fields, game designers and researchers enhanced their knowledge on the context of intellectual disability, characteristics and needs of people with intellectual disability, carer's emotional and practical burden, ways of support and social inclusion. Game ideas raised and discussed and interactive tasks gave the opportunity to all participants to experience firsthand how games could be specified and implemented as a tool of social inclusion.

All partners joined the training activity with enthusiasm, expressing positive reflections and pointing out the importance and necessity of co-creation workshops. We all felt proud of being part of ID GAMES project.

Impressions and evaluation of Learning Training Activity

"The project is a fun endeavor. That you can do something nice for another person. The great thing is that so many people from different countries have become so involved in this activity. The training showed how difficult it is to create something that could be used by people with various disabilities. Such meetings with people from other countries give a lot of satisfaction, allow you to develop and give you the feeling that you can do the impossible together." **Wioletta**

"Before this activity and even due to the circumstances in which we live now, I felt more distant from the rest of the team. This activity was very important for me, as it made me feel more involved, which I think will be crucial to the quality of the work we are doing." **Carla**

"I am glad being part of this project. For me, it's more clear now how to organize a workshop or how to create a game. We will see inspiration, knowledge and love in these games!" **Teodora**

"It was a very interesting experience and I am looking forward to apply my newly acquired knowledge to future games that aim towards people with ID" **Alexander**

"I appreciated the fact that all the partners in this project value each person, regardless of whether or not they have a deficiency, an important common thing, which helps the communication between us." **Amalia**

"The training offered me an important Overview of the needs of people with Intellectual Disability in all partner Countries. Moreover the group activity for making existing games accessible helped me as a game designer to understand better issues that arouses when dealing with these challenges. Brainstorming of games with professionals working with people with Intellectual Disability was a unique experience!" **Asimina**

"I saw a review of the whole project and the things that will be, I learned important things about how to make an event for people with special needs, [...] It was a wonderful week with much knowledge and fun!" **Christopher**

ID GAMES Activities

PEK AMEA translated and delivered the Methodological Guide of Co-creation game Workshops in Greek. The ID GAMES team from Athens, worked together in order to spread the innovative methodology to more professionals, careers, game designers, volunteers and people from local community.



[CLICK HERE OR ON THE PHOTO TO DOWNLOAD THE GUIDE](#)

Pilot workshop of PEKAMEA

On July 2020 PEK/AMEA hosted a pilot workshop of ID GAMES project. At this event professionals and volunteers from PEK/AMEA and Challedu enhanced their knowledge on Intellectual Disability, discussed about games and the procedure of co-creation workshops. At the end, imaginative ideas for games came up in order to be discussed at the Learning Training Activity.



Presentations of ID GAMES

On 15th of November 2020, Dr Ioannis Brouzos, founder and project manager in Challedu, presented **ID GAMES project at the first PanHellenic Conference "The educational game in formal and non-formal education"**.

The conference was organized by the Museum of School Life and Education of EKEDISY, the Laboratory of Psychopedagogical Research in Preschool Education, the Laboratory for Research on Early Childhood Psychopedagogy of the Department of Early Childhood Education and Care of the University of West Attica, and the Greek Cultural Institute. The aim of the Conference was to explore the possibilities offered by educational game in both formal and non-formal education.

A close-up photograph of a hand placing a black domino with yellow dots on a light-colored wooden table. Another domino is visible in the background.

ID Games was represented at IEEE (Institute of Electrical and Electronics Engineers) Conference on Games (online/Osaka, Japan), through the paper "Developing a participatory game creation e-course in the field of Intellectual Disability", in the last week of August. Researchers from Lusófona University presented the ongoing work for the e-course on games for people with Intellectual Disability that will be implemented by the ID Games project.

A close-up photograph of a black domino with yellow dots on a light-colored wooden table.

Full conference program: <https://ieee-cog.org/2020/>
ID Games team paper: https://ieee-cog.org/2020/papers/paper_278.pdf

E-COURSE “AN OVERVIEW OF INTELLECTUAL DISABILITY: TRANSNATIONAL PERSPECTIVES”

In response to the pandemic situation and to the need to reinforce the training responses associated with the project, the ID Games team started developing an e-course with the title “An Overview of Intellectual Disability: Transnational Perspectives”.

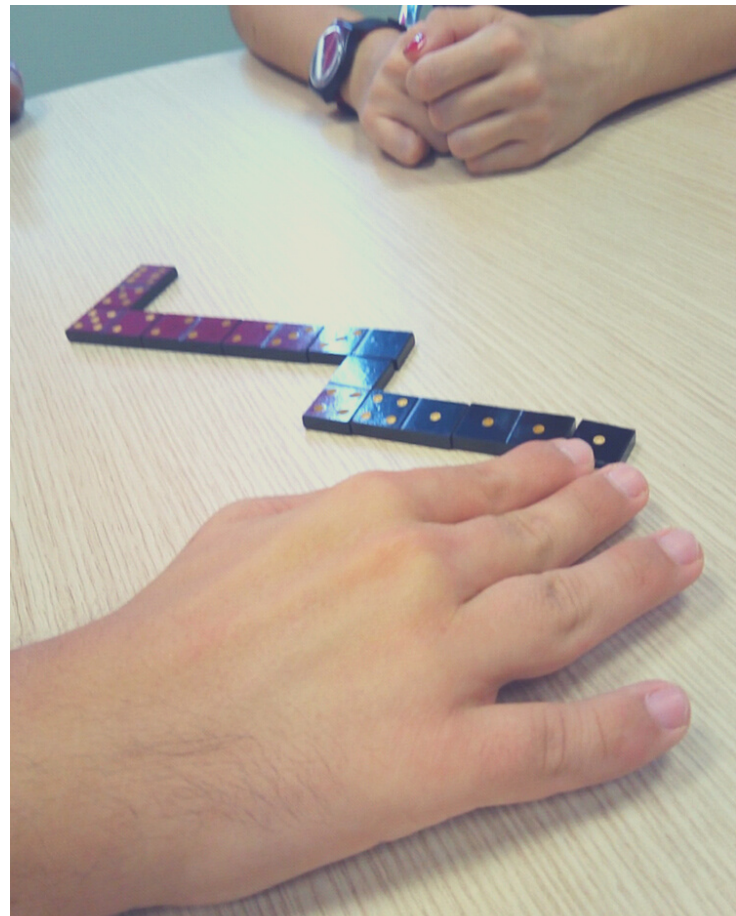
Since the beginning of October, the whole team has been working on the content that intends to raise awareness about the inclusion of people with Intellectual Disability, through the clarification of basic concepts, and adopting a transnational perspective that includes views on inclusion from Greece, Poland, Portugal, and Romania. One of the main aims is to ensure that trainees with no experience in the field of Intellectual Disability can have the required knowledge in the field to complete the second e-course, specifically on co-creating serious games.



The e-course development process is coordinated by Lusófona University, with the technical support of E-School Educational Group and contributions from all partners.

Collaborations

✓ ID Games established partnerships with Portuguese NGO's: APADP, CERCI and Center Luís da Silva. Three Portuguese organizations are now partners of ID Games project in order to take advantage of the research possibilities for both institutions. CERCI - Lisbon is an institution founded in the 70s and aims to respond to people with intellectual disabilities, as well as to support and promote their inclusion in society in a variety of ways. Also cited in Lisbon, APADP (Association of Parents and Friends of the Deep Disabled), is a Private Institution of Social Solidarity, founded on May 7, 1984. Support Center for the Disable People Luís da Silva (CADLS), has a capacity for 72 people in a residential home and 50 in an occupational activity center. Its mission is to care for children, young people and adults with multi-disabilities, providing quality of life, well-being and integration in the community.



✓ The Special Educational Center No. 1 in Elbląg managed to establish cooperation with a very talented and experienced game designer. Paweł Janiak

✓ Challedu has already established cooperation with an organization dealing with people with intellectual disabilities so as to collaborate with in the project workshops. Best Buddies is a Worldwide Organization that aims to create a Global Volunteer Movement, which will contribute to the promotion of "one-on-one" Friendships, the supported professional inclusion and the development of Leadership Standards among people with intellectual and developmental disabilities.



“ID project team is very engaged in the purpose of our project. I was thrilled to see the project's development in a holistic way. And I cannot wait for the games...to begin”



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IN OUR WEBSITE AND FACEBOOK PAGE



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