



MARCH 2021



GAMES

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

4rth newsletter

ID GAMES Workshops

On January and February 2021 ID GAMES Workshops took place at partner's countries. The consortium despite all challenges due to Covid-19 pandemic and safety measures managed to design and implement 4 workshops (digital and physical) in order to develop new game ideas.

We proudly introduce you to the results of ID GAMES Workshops



On January 15, 2021 in **SOSW No. 1** in Elblag (Poland) took place the first workshop of co-creating games for people with intellectual disability. The workshops were stationary and were attended by 16 participants - 2 pwID, 2 carers, 2 volunteers, 2 game designers and 8 professionals and teachers. The partner organization during the workshops was the Environmental House of Social Assistance for pwID. It was a lot of work and fun. We managed to create an idea for a multidimensional game for pwID, developing the vocabulary and social skills of the game participants. We are currently working on the development of the idea and the prototype of the game.





On January 18th and 19th 2021, **PEK/AMEA** in collaboration with **Challedu** organized in Athens, an online 2-day webinar and workshop under the Erasmus+ program “ID GAMES Co-Create assistive games for people with Intellectual Disability to enhance their inclusion”.

During the 1rst day a webinar took place in which theoretical approaches about Intellectual Disability were presented as well as approaches concerning creation and design of serious games for people with Intellectual Disabilities. More specifically, 9 speeches were given by mental health professionals, game designers and other experts in the field in order to inform and raise awareness on issues of Intellectual Disability and on the importance of co-creating games to enhance social integration of pwID.

The webinar was broadcasted online and had over 1500 views.



The 2nd day a series of workshops conducted with emotive and experiential activities. Participants were divided into three groups in online rooms. Each group was attended by experts in the field, carers, volunteers, game designers and people with Intellectual Disabilities. PEK/MEA and other Organizations about Intellectual Disability participated with service users.

At first, we introduced ourselves and played games all together. Then, we discussed about our experience and shared thoughts and concerns in order to design a new game. Game designers moderated the procedure and we came up with game ideas. In total, 9 people with Intellectual Disabilities, 3 cares, 19 mental health professionals, 7 game designers and 4 university students participated the second day.

Some comments from pwID and other participants who attended the 2 day online workshops:

"I really liked that you spoke at the meeting and said things about PEK/AMEA. I saw my trainers on video and I was happy!" Nektaria

"I really liked the games we played and that we talked to other people from other centers!" Despina

"We would love to do it again!"
Despina, Nektaria, Mary, Thekla

"I liked the games, because we had fun. I really liked the game "Coco-Bloko" and that we were divided into groups!" Mary

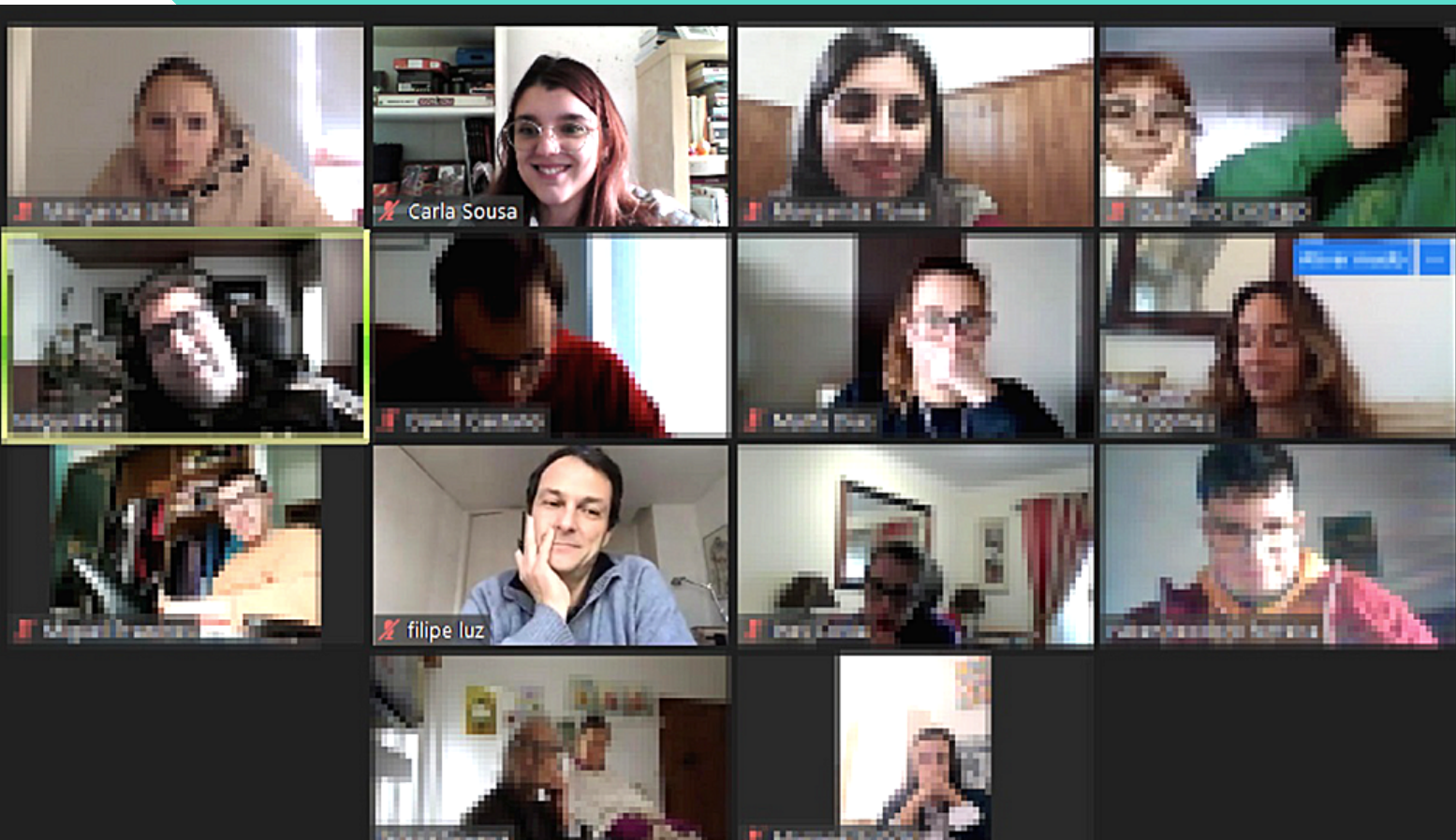


The Association "Alianța pentru copii" organised a game co-creation workshop for people with intellectual disabilities within the ID Games project, that took place in Arad, Romania on the 22-23 of January 2021. Alongside our friends from CSEI Arad and Integra Arad, 3 pwID, 3 carers, 6 volunteers and 9 professionals had a very important task: to play and have fun, enjoy each other's company, make friends and come with ideas for games!



The workshop ended with two ideas for games and the question that brought joy in all our hearts: "When can we do it again?"





In the past 22nd February 2021, **Lusófona University** team organized the ID Games game co-creation workshop, in cooperation with Associação de Paralisia Cerebral Almada Seixal - Cerebral Palsy Association of Almada Seixal (<https://paralisiacerebral.pt/>).

Even with limitations imposed by the current strict lockdown in Portugal, this was a very enriching experience, where researchers, game designers, professionals, carers, families and users of the association interacted through games and game creation. In the end, new ideas for inclusive games emerged and, above all, we shared a wonderful experience with this incredibly special group.



GAME IDEAS



After the co-creation workshops CHALLEDU collected all the ideas of games and all partners together selected the ones that will be developed further. We still don't know the final titles or gameplay of the games but the main concepts of each game will be:

-CANTEEN: a digital game that will emphasize on practical skills of people with intellectual disability such as the ability to create simple snacks by following a recipe and work-related skills. During the game the player takes the role of a woman or man in a canteen and try to prepare the correct recipes for his or her clients.



-ZOO: a digital game that emphasizes practical skills such as ability of self-care, ability of managing free-time, ability of self-management and individual living. The player takes the role of a person who takes care of the animals of a zoo. He or she opens their windows in the morning, feeds them, cleans them, plays with them and puts them in bed. At the same time the player takes notifications and instructions on how to implement those actions for him/herself.



GAME IDEAS

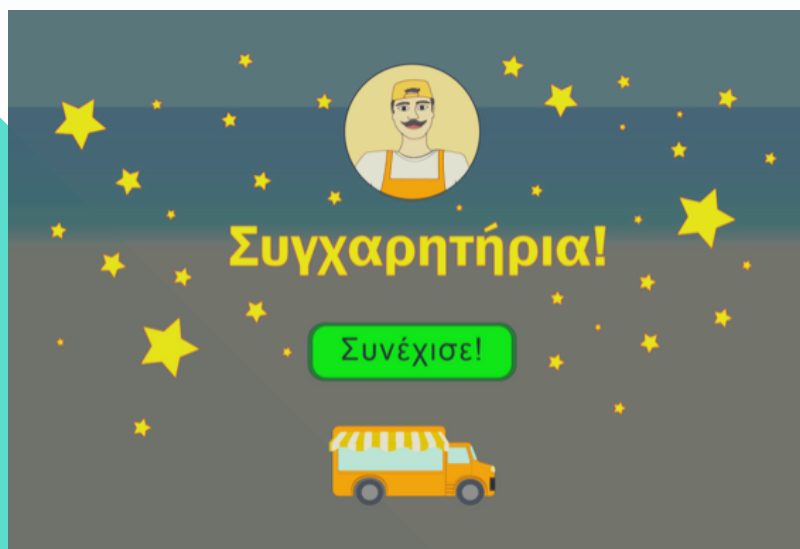


-PIZZA or BURGER?: a board game that focuses on practical skills such as ordering a plate as well as foreign language skills.

-OUR SHOP: a cooperative board game that emphasizes on conceptual skills such as matching objects, social skills such as teamwork, recognition of emotions, as well as practical skills such as work-related skills. During the game all the players together regardless of their abilities try to serve the clients of a shop and keep them happy. The more advanced players can also use money for some additional actions.

-CITY LIFE: a semi-cooperative board game which focuses on conceptual and practical skills. In the center of the table there is a board with specific buildings in a city eg. barber shop, bank, post office, vegetables shop etc. The players are divided into 2 teams and try to fulfill first all their missions (eg. send a letter by post, have a haircut) by rolling the dice and taking the best decisions for their team.

-INTERVIEW: a storytelling game that emphasizes on practical work-related skills of people with intellectual disability.



E-platform and E-course



The project of ID games contains a number of Intellectual Outputs, including its E-Platform and E-Course. The consortium has taken its first steps towards the realization of this Intellectual Output, and the partners have created a series of video-sessions to be used as a pilot e-course. At the same time, the technical oriented partners of the consortium have created the platform's layout and begun uploading the collected pilot e-course material.



Welcome to the first course of ID-GAMES project. I am Asimina Brouzou, Leading manager of CHALLEDU and together with the team of ID GAMES we will explore the course "An Overview to Intellectual Disability". During the course we will focus on

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Can't wait to play the new games!



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