



JULY 2022



D GAMES

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

7th NEWSLETTER

Multiplier Events of ID GAMES

ID GAMES project has successfully implemented 3 Multiplier Events in Poland, Greece and Romania

Each partner hosted an event and invited stakeholders to participate on game workshops and attend presentations about intellectual outputs.

Multiplier Event in Greece

The Multiplier Event in Greece, was organized by PEK/AMEA in Athens and hosted at Serafeio Center. It was a two-day event. First day was implemented on the 26th of May and project teams with representatives from the consortium attended the event.



The General Secretary for Social Solidarity and Fight against Poverty welcomed participants and joined the event. Also, representative from PanHellenic Union for people with disabilities (POSGAMEA) supported the event and representative from IKY/Erasmus+ Hellenic National Agency welcomed all attendants and presented them the new Erasmus calls.

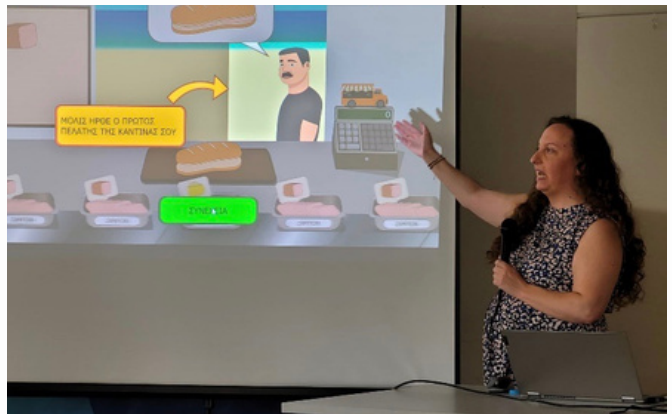


The first day speakers from PEK/AMEA, Challedu and Eschool presented all completed outputs, including the 6 serious games, the e platform and the methodological guide. Furthermore, speakers from Universities and relevant NGO's addressed the importance of participatory methodology in terms of designing serious games for pwID, presented good practices for skills enhancement of pwID and described their experience when they participated on game testing.





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The second day of Multiplier Event was on the 8th of June.



This time the event was more experiential. Professionals, caregivers and pwID were attracted to attend play game workshops and workshops about the platform. Also best practices on inclusion and empowerment of pwID presented.



Multiplier Event in Poland

The Multiplier Event took place on 20.06.2022 at the Old Town Hall in Elbląg. The event was attended by 38 participants, including 7 people with intellectual disabilities and 31 professionals. The meeting was also attended by the director of the Special School and Educational Centre No. 1 in Elbląg, a representative of the Board of Education and representatives of the Teacher Training Centre.



A representative from the Empathic Development Foundation, which is implementing a lot of social innovation in the country, also took advantage of the invitation. The Multiplayer Event was both stationary and on - line. The online event was viewed by more than 400 people. The meeting was opened by the center's director. The multiplayer event was divided into two parts, the first theoretical part focused on the project and the tasks completed. The second part was practical, involving the testing by people with intellectual disabilities of the games created as part of the project.



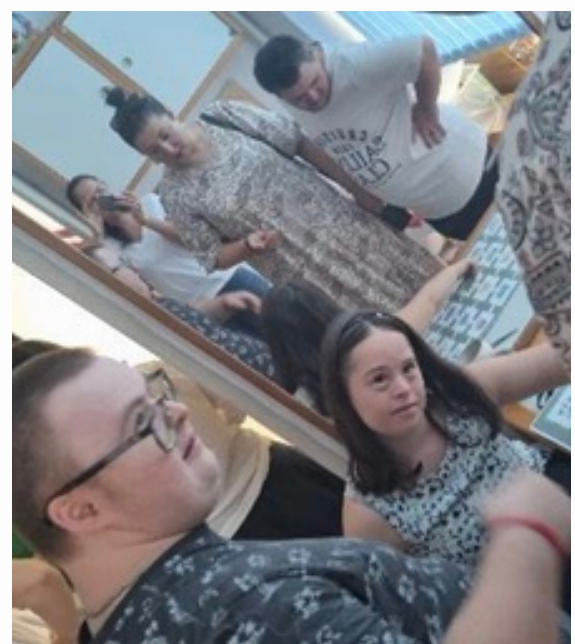
Multiplier Event in Romania

In June, the association "Alliance for Children" Arad organized the multiplier event which was attended by ID professionals from other institutions in the county, representatives from the school inspectorate, the General Directorate for Social Assistance and Child Protection, the County Centre for Educational Resources and Assistance, "Aurel Vlaicu" University of Arad, various NGOs, students and carers.



Following this event, our project and its results - especially the serious games created, was also presented at the International Conference "Theories of Change in Digital Wellbeing. Evidence based practices across the disciplines" organized by , "Aurel Vlaicu" University of Arad through the Faculty of Education Sciences, Psychology and Social Work, Centre for Research Development Innovation in Psychology.

Later, we played the final version of the games created in the project, together with professionals from CSEI Arad, volunteers and our friends from Integra.



**ID GAMES play games workshops took place in Lisbon too!!!!
It was really fun**

On 30th June 2022, the ID Games Project held its Multiplier Event in Portugal, through a collaboration with The Portuguese Association of Parents and Friends of the Mentally Disability Citizen of Lisbon - APPACDM Lx.



During the day, clients from this institution tested the different games developed under the project, as a hands-on way of getting to know their practical results.

The event was attended by 6 professionals in the area of inclusion and 39 people with intellectual disabilities.



ID-Games and University Lusófona had supported APPACDM with an offer of 3 Tablets equipped with several games developed within the ID-Games project.



The **e-learning platform of ID GAMES** was completed and presented during the Multiplier Events to a great number of target group members, as well as stakeholder and decision maker organizations.

All four modules of the course were fully uploaded and tested in all languages.

1. Overview of Intellectual Disability

Through this introductory module you will:

- learn more about the ID GAMES project
- meet the partners of the project
- meet the instructors of the lessons as well as the project's team members
- learn through a guide how to utilize the e-course the best way



2. Overview of Intellectual Disability

The key learning outcomes will be:

- defining the term Intellectual disability and the severity levels
- realizing the main needs of people with intellectual disabilities and the existing methods of supporting them
- investigating the attitudes of non-disabled people towards people with intellectual disability
- realizing the societal changes that enforce the social inclusion of people with intellectual disabilities
- reflecting on the inclusion methods of your country



Module 1- Introduction

English Course (English)

[Read more](#)

Module 2- An Overview of Intellectual Disability

English Course (English)

[Read more](#)

3. Inclusion of people with ID through serious games

The key learning outcomes will be:

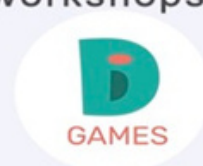
- understanding what a serious game is
- reflecting on ways that games can support people with intellectual disabilities
- investigating how to adapt a game for specific needs
- learning how to play the 6 serious games of ID GAMES project
- reflecting on the views of professionals about the games
- experiencing the power of games on people with intellectual



4. Inclusion of people with ID through ID GAMES workshops

The key learning outcomes will be:

- understanding the objectives and the purpose of the event
- learning step to step how to implement the co-creation game workshops
- realizing the challenges and the opportunities
- reflecting on the views of professionals
- experiencing the change of attitudes on the participants of the workshops



Each Module is structured and separated into segments, a process that will make following the course easy and allows for good time management

- > 3.0 Course Presentation
- > 3.1 Serious games for pwID
- > 3.2 The Serious games of ID GAMES project
 - > 3.2.1 Zookeeper Game
 - > 3.2.2 Canteen game
 - > 3.2.3 Shopping game
 - > 3.2.4 Love game
 - > 3.2.5 City life game
 - > 3.2.6 Pizza chef game
 - > 3.2.7. Quiz
- > 3.3. Final considerations

Within the course, the viewer will see a number of video presentations, which will provide all information necessary on the topics of the project, especially the serious board games created during our pilot Workshops, and the methodology on organizing and running their own Serious Game Co-Creation Workshop.

Attributes of the Venue

- Comfortable
- Suitably equipped
- Bright
- Accessible
- Friendly
- Safe
- Spacious



Co-funded by the Erasmus+ Programme



In addition to the game's rulebook (where applicable), each created game is accompanied by a "how-to-play" video to make understanding easier and getting to play faster!

As you can see here we have different modes of boards

Within, the viewer will be able to see a series of testimonials and interviews on the various topics of the course, including interviews of people with Intellectual Disability on their experience with playing the games...



... as well as a number of additional resource downloadable files in English.

TPM in Athens

The final meeting of the consortium took place in Athens on the 27th of May. PEK/AMEA welcomed all partners and following the agenda last details about Multiplier Events were discussed and of course exploitation of the outcomes.



Managerial issues were discussed thoroughly, e platform details and final feedback was delivered from partners



and of course social dinner followed...



A final review of our project

3 years with ID-GAMES!

Inspired by the belief that each person should be given the chance to be accepted, valued and have equal opportunities to develop their skills and personality, we started 3 years before a long journey with the “ID-GAMES - Co-Create assistive games for people with Intellectual Disability to enhance their inclusion” project. Six organisations with complimentary backgrounds to the project’s objectives, CHALLEDU-inclusion | games | education, PEKAMEA, SOSW, APC, E-SCHOOL, UNIVERSITY of LUSOFONA combined their expertise to:

- create an [innovative methodology of participatory living labs](#) for inclusion where people with intellectual disability, their carers, their trainers, healthcare professionals, game-designers/developers, university students, people from local communities, volunteers, form mixed teams and design ideas-prototypes of serious games addressing the needs of people with intellectual disability.
- develop [6 serious games](#) for the empowerment and inclusion of people with intellectual disabilities
- develop an [E-course](#) that promotes the methodology and games as well as the project’s results to a larger audience within Europe and worldwide.

In order to succeed this we implemented many different activities with the participation of people from our target groups:

- In the 3 transnational meetings participated members of the partners organisations
- In the first virtual learning training activity of the project participated 32 professionals working with people with disabilities or the partner organisations
- In the 3 co-creation workshops in Greece, Poland and Romania participated over 100 people from our target groups: people with intellectual disability, carers, professionals, game-designers, young people-volunteers
- In playtestings in all partners' countries over 50 people with intellectual disability, 20 carers and volunteers participated .
- In the second learning training activity 8 people from staff of partners participated physically and 5 people virtually.
- In the multiplier event in Greece over 70 people participated, in Romania 27, in Poland 38 and in Portugal over 25.
- Over 50 people with intellectual disabilities and 20 professionals have played the last version of games
- Over 40 professionals and 20 carers participated in the E-course of ID-GAMES
- We have cooperated during the project with over 10 organisations in partners' countries that either tested the games, or took part in our activities, or tested the E-course or exploited our material
- Through dissemination actions of the project we have reached over 50000 people all over the world



One of the most important results of our project is the recognition received by many professionals, cares and organisations working with people with intellectual disability on the need that cover the project outputs and outcomes.

Moreover the smiles on the faces of people with intellectual disabilities and people playing with them (either their carers, professionals or volunteers) is valuable to continue our effort and exploit furthermore the results of ID-GAMES.



THANK YOU FOR YOUR SUPPORT!!



WWW.IDGAMES.EU



WWW.FACEBOOK.COM/ID-GAMES

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