



MARCH 2022



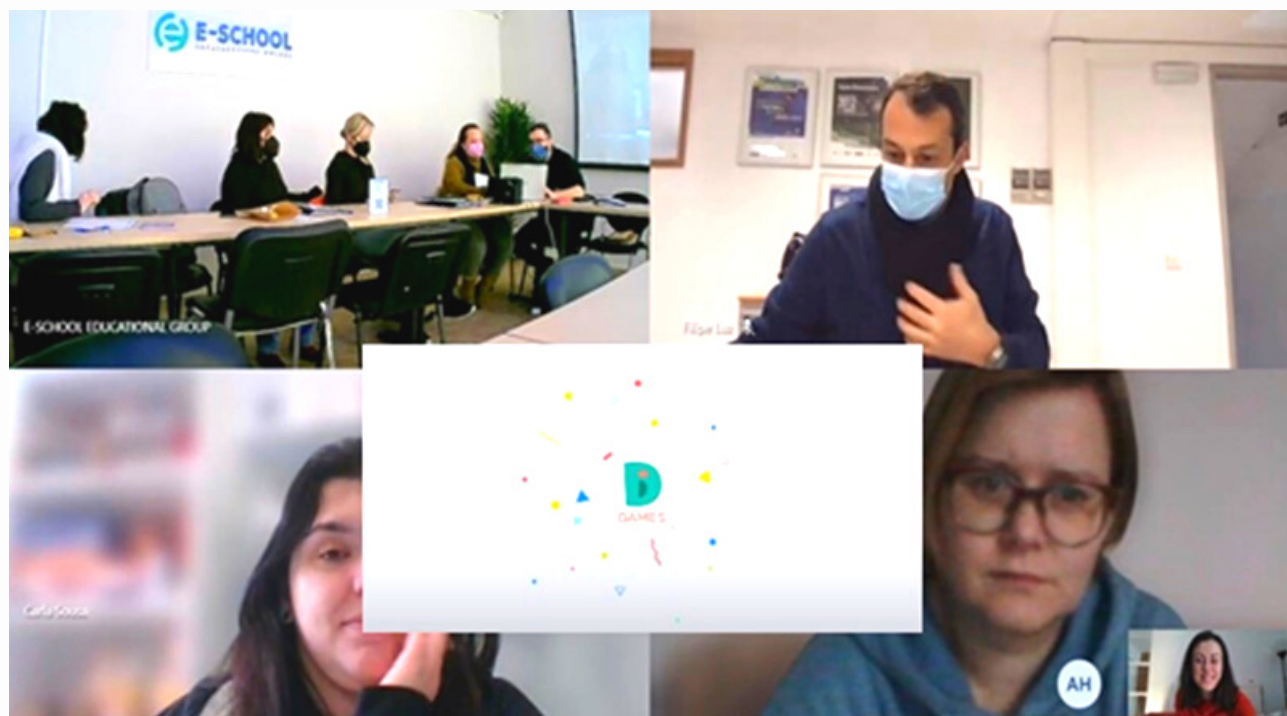
GAMES

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

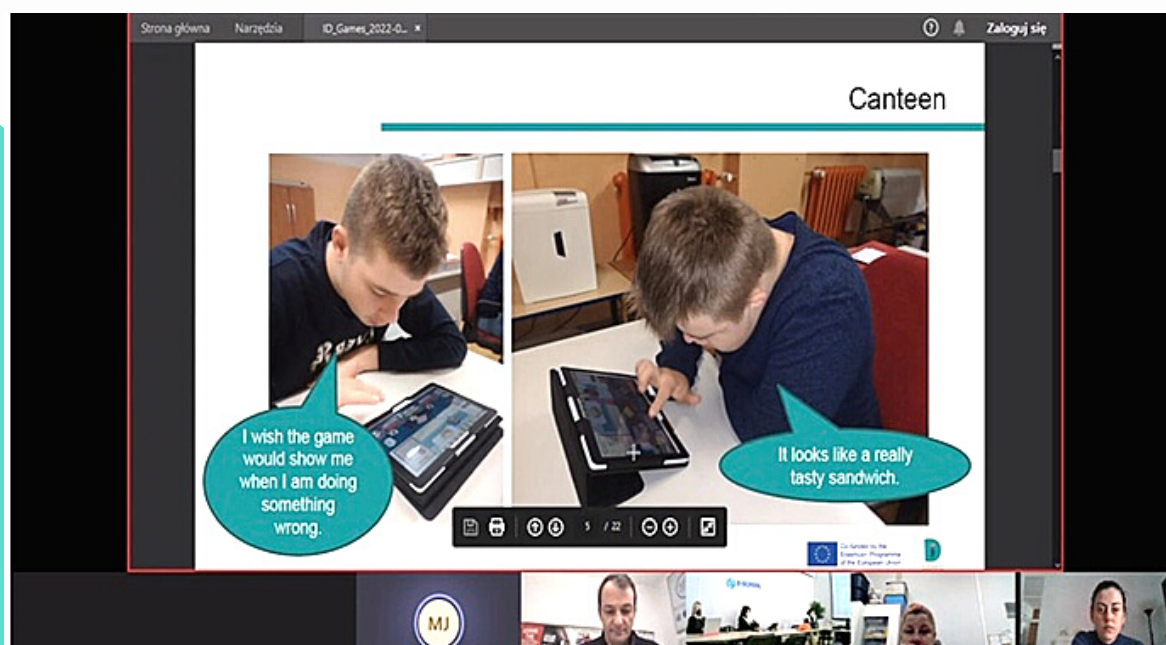
6th newsletter

Second Learning-Teaching-Training Activity of the ID GAMES Project

The second LTTA of the ID Games project was conducted successfully at Karditsa, Greece, during the last week of January. Partners attended both virtually and physically and discussed topics concerning the project thus far and its next steps.



LTTA was dedicated to understanding of the platform, deciding its final form and seeing sample videos and other material created for the e-course. Partners discussed about created games and resolved on the actions to be taken according to the feedback and the final visual adjustments to the platform!



After the completion of each day's long meeting schedule, partners had the opportunity to visit host's city and nearby sites of interest, while on the last day they received the customary certificates of attendance.



PLAYTESTING AND HAVING FUN!

We can talk about play and games anywhere and anytime. At any age, in any generation, there have been games. But what about today? Do children still play? Yes, they do, but most of these games are no longer played in real, face-to-face time, but in virtual time, in a succession of moments.

The games developed within the Erasmus + "ID GAMES" project respond to a variety of needs and create a good mood for all those who play with them.

The playtesting workshop organised by the Alliance for Children Arad, was a success, the most important feedback being the request for the games and the invitation to come play again.



PwID, their carers, volunteers and professionals from NGO's - APC, Integra and a special education school - Centrul Școlar pentru Educație Incluzivă Arad - participated at the workshop. From the pictures below, you can see how involved, curious, and happy they were to play the games.



Pek/Amea, for a couple of months, has also been focused on play- testing the new games of ID-GAMES project.

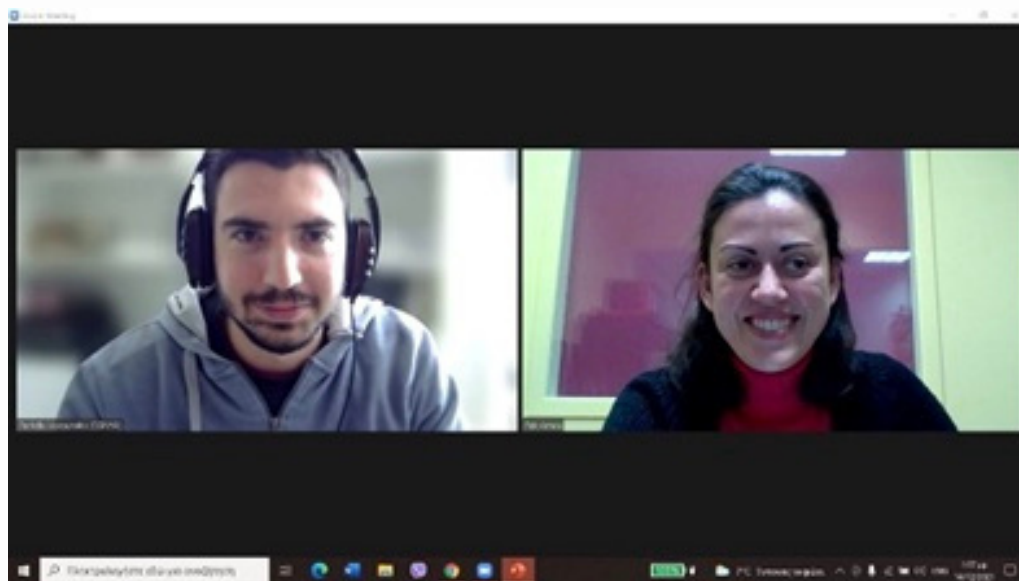


and has spent a lot of time writing the rules of each game properly, thinking of easy and difficult modes for each one and basically playing again and again the different version of the games. Professionals, as well as people with intellectual disabilities gave their personal opinion and their ideas for the games and enjoyed the whole process.



Also, project team has been working on the e-platform, recording videos and completed the material for the e-courses.

Apart from Pek/Amea, we had the pleasure of welcoming three more NGOs, supporting our work. 'Theotokos', 'Agios Stefanos' from Cyprus and 'Stegi of Egnya' showed their interest for our games. Specifically, they read our methodological guide, tested and evaluated the games. Their contribution was very important for our program and we thank them a lot!



Polish team from SOSW no 1 also playtested the games. Although, there was online learning in Polish schools, teachers made testing by themselves and when they got back to regular activities a group of teenagers tested the games.



FINALIZATION OF SERIOUS GAMES

The serious games of ID GAMES are almost finalised!

Thanks to the feedback received from our partners working with people with intellectual disability we had the opportunity to adapt the games better to the needs of our target groups. Both people with intellectual disabilities and professionals working with them gave us some proposals on how to make the games to engage better with their needs.

Some examples of very beneficial feedback were given for the graphics of the games and how to make them better visually or about the instructions. Some games' instructions were adapted so as to be accessible for a person with mild intellectual disability to read them and understand the rules (eg. pizza chef, city life). In the digital games the feedback was also beneficial to add some accessibility features to the games such as voice instruction any time needed, adapt the level of difficulty of the game or adapt specific features (eg. speed of the game).

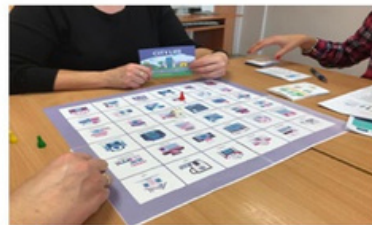
Below you can see some examples of these adaptations on the game "Canteen" and the "City life".



Before



After



Before



After

In Canteen partners wanted to be able to change the speed of the rolling ingredients as well as to have voice instructions (help) any time. In City life they wanted the map to have roads so as to be easy to recognize how to move on it only back and forth- right and left and not diagonally.

PRESENTATION OF ID GAMES

On February 3, 2022 an on-line meeting entitled "Gamification in modern education for children and adults with intellectual disabilities" was held by the Regional Centre for Social Policy in Poznań.

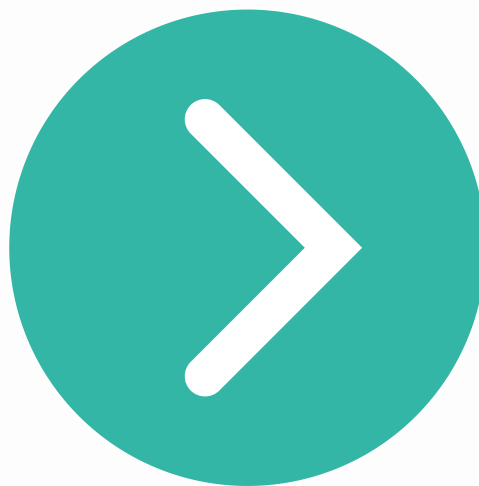
One of the speakers at the meeting was representative of the Special School and Educational Center No. 1 in Elbląg. The teachers shared their experience of several years in the process of creating, testing and implementing board and multimedia games in the process of educating children. They also presented game prototypes that were created as part of the ID GAMES project.

On 11-13 March 2022, representatives of educational institutions dealing with the education of people with intellectual disabilities from all over the country met at the Education Fair as part of the Poznań International Fair. Among them were specialists from the Special School and Rearing Centre No. 1 in Elbląg.



At the fair, the teachers presented prototypes of board games addressed to people with intellectual disabilities, which were created in cooperation with institutions from Greece, Portugal and Romania. The representatives of the special education institution in Elbląg participated in the workshop within the Academy of Accessible Social Innovation, prepared by the experts from the Poznań University of Economics in the scope of building cooperation for creating and disseminating innovative educational tools.

Teachers from SOSW nr 1 also acted as experts during a lecture entitled "We play together - games as a modern form of education, therapy and building the subjectivity and independence of people with intellectual disabilities" organized by the Regional Center of Social Policy in Poznań. They presented the effects of the work of the Elbląg center under the ID GAMES project. Teachers, experts from educational institutions and associations working for the benefit of people with intellectual disabilities gathered at the lecture became acquainted with the effects of testing and implementing board and multimedia games in the process of educating people with intellectual disabilities at the Special School and Educational Centre No. 1 in Elbląg.



Next steps

We are all preparing for our next and final Multiplier events and our last TLM on the 27th of May in Athens. We will discuss about the whole process of the project and share our experience with professionals and NGOs. We will have time to play the new games and encourage the participants to introduce them to more people with intellectual disabilities.

STAY TUNED...



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