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INGAME: Gaming for Social Inclusion and Civic Participation – A holistic approach for a cultural shift in education and policy

Dr. Alicia García-Holgado
GRIAL Research Group
Universidad de Salamanca
aliciagh@usal.es | Twitter @aliciagh_

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The project ✦

Title	Gaming for Social Inclusion and Civic Participation – A holistic approach for a cultural shift in education and policy
Acronym	INGAME
Financiación	European Union
Call	Erasmus + KA3 Call: Social inclusion and common values: the contribution in the field of education and training - EACEA-21-2018
Reference	612166-EPP-1-2019-1-ES-EPPKA3-IPI-SOC-IN
Main researcher	Francisco José García-Peñalvo
Coordinator	University of Salamanca (Spain)
Budget	620.172,00 €
Start date	15/01/2020
End date	14/05/2023
Web	https://ingame.erasmus.site/



+ Team

- University of Salamanca (Spain)
- Asociata Romana de Literatie (Romania)
- Educational Association Analtolia (Greece)
- Kaunas Technical University (Lithuania)
- DANMAR (Poland)
- ZB&V (The Netherlands)
- CSI (Cyprus)
- Oxfam Italia (Italy)
- Symplexis (Greece)



Research Group in
Interaction and Elearning
University of Salamanca

+ Objectives (I)

Develop and apply innovative methods based on gaming as an educational practice in informal learning to Foster civic values

✦ Objectives (II)

- Facilitate the improvement of the society based on knowledge and social cohesion
- Fostering the development of active citizenship, intercultural understanding, gender equality and self-development
- Promoting acquisition of civic competences and common idea of citizenship based on mutual esteem, respect for human rights, respect for other people and cultures
- Observe, identify and analyse good practices about inclusive education
- Support the development of innovative contents and resources based on ICT with a practical approach on common values
- Promoting awareness on cultural and linguistic diversity in Europe
- Promoting the equality between men and women and fight against any type of discrimination in the society

Mapping INGAME ecosystem of needs, practices, target groups, stakeholders and mode of work

- Preparation of tools, templates and transnational reports for collecting data and reports
- Each partner has prepared a national report to analyse their needs
- The transnational report explores the degree of civic participation of young people, how widespread the knowledge and use of gamification in education and serious games is among young people and stakeholder

https://ingame.erasmus.site/wp-content/uploads/2020/10/INGAME_Transnational-Report_v5.pdf

- The transnational report collected information from 233 young people aged between 18 and 35, 133 women and 100 men, and 57 stakeholders, 41 women and 16 men

INGAME educational design, storyline and narrative

- INGAME curriculum to develop civic values
- Storyline and narrative of the game to foster positive attitudes in European youth on social inclusion, gender equality, civic participation and intercultural skills and competences

INGAME game: ENGAME

- The game was developed according to the storyline and narrative designed and the characteristics identified in the transnational report

Simulate real situations

It must not lose the playful aspect

Accessible

Immersive

Stimulate the player's creativity

Stimulate debate, discussion and encourage players to engage

Multiplayer game

Multiple devices

Good practices, information material and quizzes

Results (IV) ✦

INGAME Platform

INGAME PLATFORM

<https://ingame.erasmus.site/platform>



Open Handbook



Open Exercises



Open Game

Results (V) ✚

Mobile apps: iOS



App Store Preview

Open the Mac App Store to buy and download apps.



ENGAME 4+

Becoming aware of sex/gender

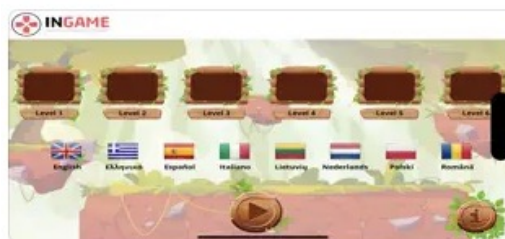
DANMAR COMPUTERS SP Z O O

Designed for iPad

Free

[View in Mac App Store](#)

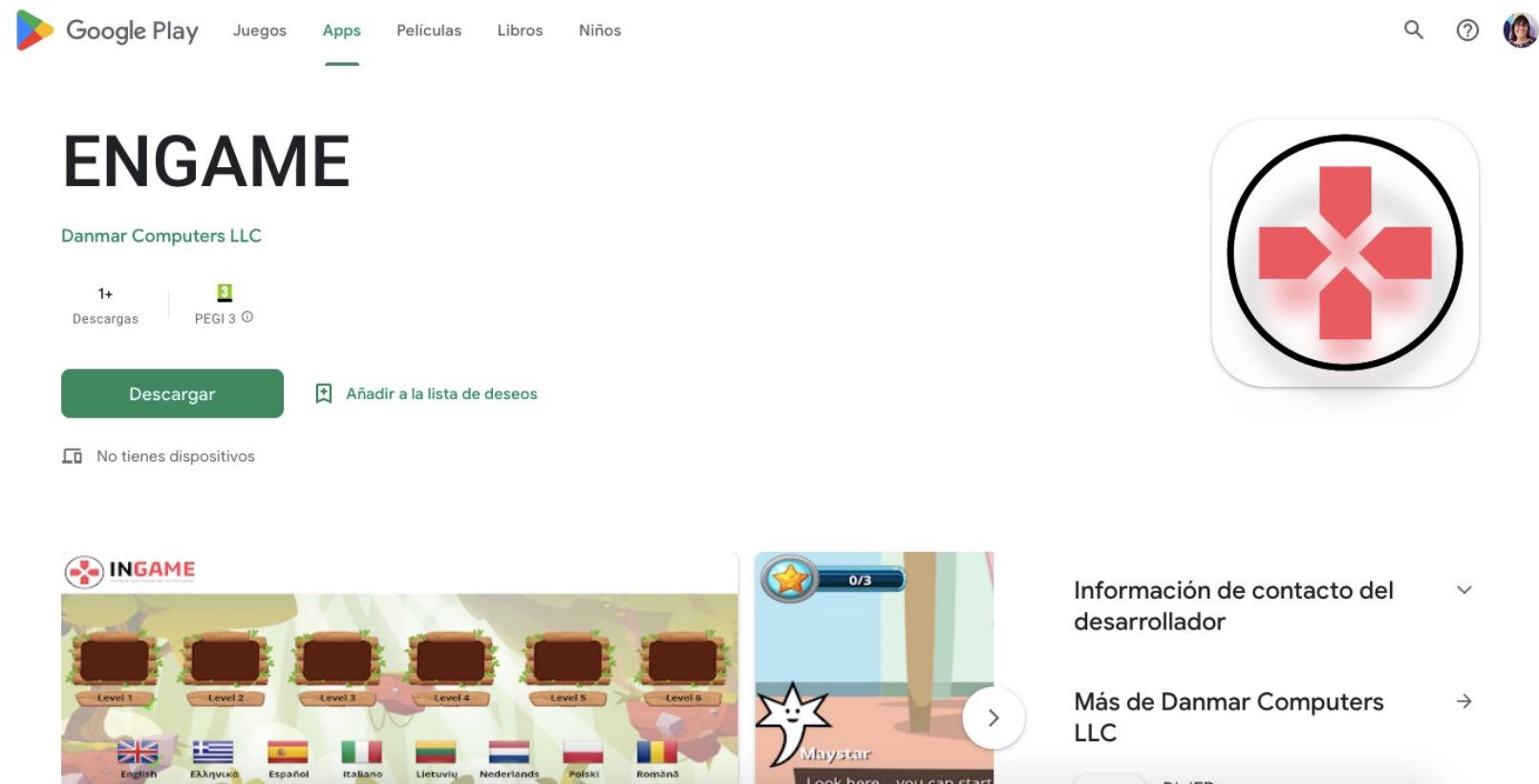
Screenshots iPad iPhone



Growing up and becoming aware of the difference between sex and gender

Results (VI)

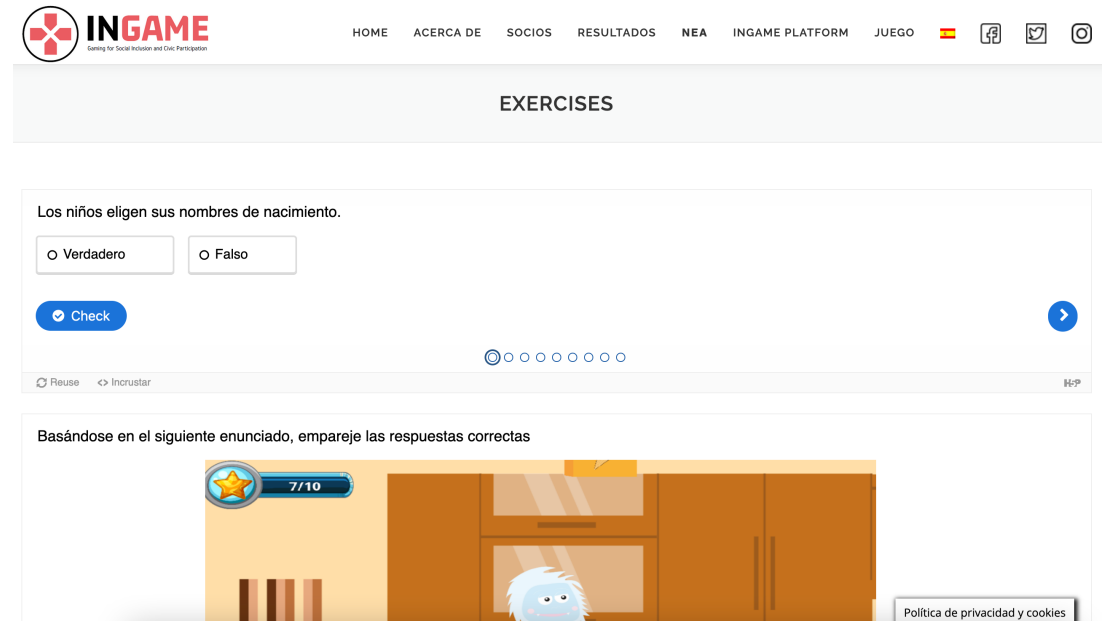
Mobile apps: Android



The screenshot shows the Google Play Store page for the 'ENGAME' app by Danmar Computers LLC. The app is categorized under 'Apps' and has a rating of 1+ with a PEGI 3 rating. The 'Descargar' (Download) button is highlighted in green. Below the main app information, there are two preview images: one showing the game's level selection screen with levels 1 through 6 and language options (English, Ελληνικά, Español, Italiano, Lietuvių, Nederlands, Polski, Română), and another showing a character named 'Maystar' in a game environment. On the right side of the page, there are expandable sections for 'Información de contacto del desarrollador' and 'Más de Danmar Computers LLC'.

Training materials

- Handbook for promoting active citizenship, gender equality and social Inclusion in educational settings in English, Dutch, Greek, Italian, Lithuanian, Polish, Romanian and Spanish
- Extra interactive activities in H5P to use inside the INGAME Platform or embedded in a Moodle platform



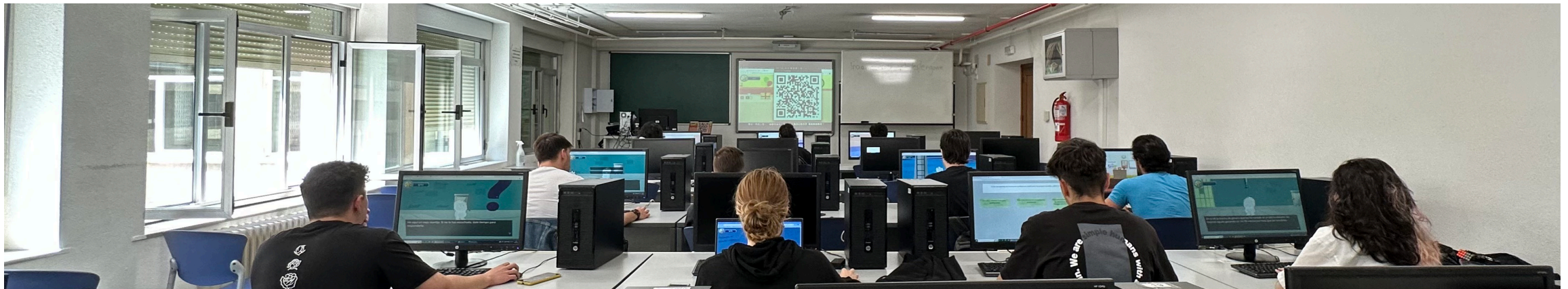
The screenshot displays the INGAME platform interface. At the top, the INGAME logo is visible, along with navigation links: HOME, ACERCA DE, SOCIOS, RESULTADOS, NEA, INGAME PLATFORM, and JUEGO. A language selector shows the Spanish flag. Social media icons for Facebook, Twitter, and Instagram are also present. The main heading is "EXERCISES".

The first exercise is a true/false question: "Los niños eligen sus nombres de nacimiento." (Children choose their birth names). It features two radio buttons: "Verdadero" (True) and "Falso" (False). A blue "Check" button is located below the options. A progress indicator shows 7 out of 10 questions completed.

The second exercise is a matching activity: "Basándose en el siguiente enunciado, empareje las respuestas correctas" (Based on the following statement, match the correct answers). The image shows a kitchen scene with a blue character peeking from behind a cabinet. A progress indicator shows 7/10. A "Política de privacidad y cookies" (Privacy and cookies policy) link is visible in the bottom right corner.

Training and piloting

- We have trained stakeholders in all the partner countries using different formats (online, hybrid, face-to-face)
- We have testing the game with stakeholders and young people in different contexts (formal, non-formal and informal learning)



+ What can you do?

- All the materials and resources produced during INGAME are Open Access
- You can register in the platform as a stakeholder to download the materials and play the game
- You can integrate the resources in your own projects and activities

+ Social profiles



+ <https://www.facebook.com/InGame-project>

+ https://www.instagram.com/ingame_project

+ <https://twitter.com/IngameProject>

Questions





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