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INGAME
Gaming for Social Inclusion and Civic Participation

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

WP5: Pilot and Training report
(Educational Association Anatolia)

Document Information

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Pilots for young people

Complete for each pilot.

Dates: 1) *Between November 11 to December 2 was the first phase.*

2) *25 January 2023*

3) *17 February 2023*

Format (online, face-to-face, hybrid):

1) *Online*

2) *Face-to-face*

3) *Face-to-face*

Place: *Thessaloniki, Greece*

Number of participants:

1) *64*

2) *21*

3) *17*

Young people profile: a short description of the youth involved (university students, adolescents, migrants, etc.)

All those who pilot tested the game in Thessaloniki, Greece are University students.

Description of the pilot:*Students of a course on political science from four different sections were asked to play the game and fill in the final questionnaire in the context of an assignment on civic engagement and active citizenship.*

Additional information: use this space to add other information or feedback, documents, etc.

The students had valuable comments to make in terms of the both the format and the content of the game. Many found the information in especially some of the levels (e.g. 4, 5, 6) very helpful since it concerned topics they were not familiar with. As for the first couple of levels they felt that these levels were more suitable for younger students which is probably due to the fact that they had relevant courses at the College so they were already quite familiar with the information provided. Some had a more critical approach (especially towards the technical aspects and the design of the game as well

as towards to inclusion of long texts in the game process). The feedback is also helpful for the final development of the game.

Pictures:



Training for stakeholders

Complete for each training.

Dates: 1) 21 March 2023

Format (online, face-to-face, hybrid):

1) Online 17:00-19:30

Place: Thessaloniki, Greece (online)

Number of participants:1) 50 people registered for the training session

(some experienced problems with the connection and did not manage to finish the whole training)

All 50 registered trainees will receive an email with information on the training material and with instructions on how to register and access it as soon as the material is uploaded it on the website.

Stakeholders profile: a short description of the stakeholders involved (policy makers, youth workers, etc.)

Stakeholders are predominately educators including high school and tertiary education stakeholders and a few of them are youth workers.

Description of the training:

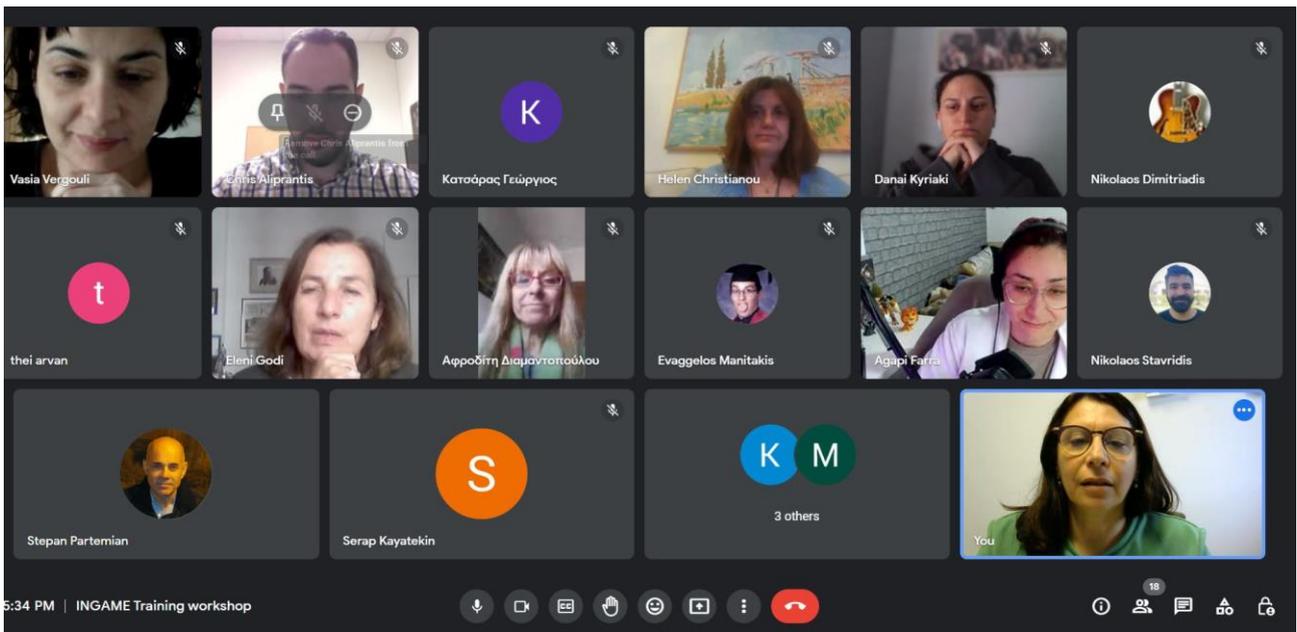
During the training, first the project aims and outcomes were presented. The project website was accessed and the ENGAME digital game was also shown to the participants. Then, the training material was presented and an activity was chosen (namely 3.2) to be simulated for the training so as the stakeholders see how it can be performed with the youth. The activity was first explained to all and then the participants were separated in groups through the option of breakout rooms in the Google meet and the EEA researcher/trainer Dr. Maria Kyriakidou was moving from room to room to follow the discussion taking place and provide extra help. After the given time, all participants met in the common virtual room and concluded the activity. Other activities were also presented especially the ones related to different types of democracy.

Extra exercises that exist on the website were also presented to the stakeholders.

Additional information:

The training material was well received and all participants took place in the discussion that followed in the common virtual room. A teacher suggested that she is aware of similar activities for younger students (elementary school) but it is good to know that there is now also material that is more suitable for older student and youth.

Pictures:



Training for stakeholders

Complete for each training.

Dates: 2) 27 April 2023

Format (online, face-to-face, hybrid):

1) *Face to face: 15:00-17:00*

Place: Thessaloniki, Greece

American College of Thessaloniki, Bissell Library

The training was planned at the end of the final INGAME conference which took place on the same day primarily because it would attract educators and stakeholders in an educational setting which was considered an ideal opportunity to fit the training for stakeholders on that same context.

Number of participants: 1) 69 registered in the list

Seven of the registered are members of the INGAME consortium who attended the conference and also helped in the administration of the training. The rest are educators and students.

Stakeholders profile: a short description of the stakeholders involved (policy makers, youth workers, etc.)

Stakeholders are both tertiary education stakeholders and most of them are students for specific degrees (EAA targeted specifically students of courses in politics and international relations and psychology – generally speaking social sciences students). These students after their graduation they will eventually work either as civil society employees and trainers or as psychologists who perform activities such as the ones in the training tool of the INGAME.

Description of the training:

During the training, first the project aims and outcomes were presented. The project website was accessed and the ENGAME digital game was also shown to the participants. The mobile version of the game was also presented and some of the participants downloaded it right there on the spot.

Then, the training material was presented and two activities were chosen (namely 3.2 and one based on 4.1) to be run for the training so as the stakeholders see how it can be performed. The activity was first explained to all and then the participants were separated in groups while INGAME consortium members present at the conference and the follow up training under the coordination of the EAA researcher Dr. Maria Kyriakidou who was moving to different groups to follow the discussions taking place and provide extra help. After the given time, all participants met in a common room and concluded the activity.

Additional information: use this space to add other information or feedback, documents, etc.

The training material was well received and all participants took place in the discussions both in the separate groups and in the common room with interesting remarks. Among the suggestions for follow up is to propose the creation of a similar gaming and training material for younger ages (students about 10-15) years old as civic engagement from a young age is also necessary and useful.

Pictures:







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