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INGAME
Gaming for Social Inclusion and Civic Participation

INGAME

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

Project Number: 612166-EPP-1-2019-1-ES-EPPKA3-IPI-SOC-IN

WP5: Pilot and training report
OXFAM ITALY

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Pilots for young people

Dates: 17/03/23

Format (online, face-to-face, hybrid): hybrid; students present at school for extra-curricular activities while the trainer was on zoom

Place: Pontedera (Pisa)

Number of participants: 20

Young people profile: 17/18 years old high school students

Description of the pilot:

The workshop aimed to

- Reflect on the concepts of inclusion and exclusion, equity and equality, stereotypes and prejudices, linked to the world of education and work to promote active and conscious citizenship towards the community;
- Test the online game to offer feedback on interest, usability and interactivity useful for the development of the European project;
- Connect the individual experiences of the PCTO to the topics discussed during the session to stimulate self-assessment and the transformation of their behavior in a perspective of global citizenship.

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

It was not possible to launch the game from the school due to poor internet connection, while the mobile app was not yet ready to use. Therefore, the game has been screened by the trainer and young people voted the right answer at each question raised during level 3 of the game. Young people filled in the evaluation form for the piloting.

In general, the contents were new and interesting for them, but the format was a bit repetitive over the game.

The teacher write a certification of attendance for the students since it wasn't possible to have a signature list (trainer was online and the class was at school in presence)

Training for stakeholders

Dates: 10/09/2022

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

Place: Impact Hub , Via Panciatichi 16, 50141 Florence, Italy

Number of participants: 9

Stakeholders profile: High school teachers coming from different areas of Tuscany

Description of the training:

Ingame training was implemented inside the framework of Oxfam Back to school 2022, a one-day event during wich the Education Office of Oxfam Italy offered teachers, educators and relevant stakeholders free workshops on different topics.

The workshop aimed at exploring teachers' perceptions and experiences in relation to the opportunities offered by the integrated digital education and to suggest useful tools to develop innovative didactive approaches.

The training lasted 3 hours and was repeated twice with different groups of participants.

Participants used their phones to explore a padlet page and write down comments based on their experiences and knowledge about the topic:

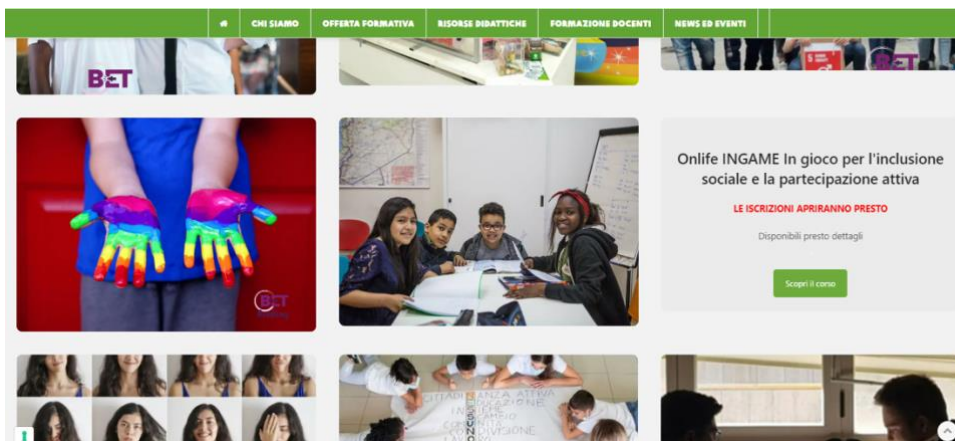
- <https://padlet.com/federicacicala1/2-onlife-ingame-in-gioco-per-l-inclusione-sociale-e-la-parte-zgwfd79unkckogc0>
- <https://padlet.com/federicacicala1/onlife-ingame-in-gioco-per-l-inclusione-sociale-e-la-parteci-ivdkia6aqrvfesen>

It followed a debriefing about the challenges and the opportunities of digital education in formal and non formal contexts, the competences required to facilitate this type of learning processes and how to best include them into curricular activities.

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

Many teachers participated in the workshop because they were not familiar at all with digital learning while their students are very fond in edutainment. Further learning opportunities have been requested to fill the “generational” teaching gap.

Pictures: video of the event in the folder



Training for stakeholders

Dates: 28/02/23

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

Place: Zoom

Number of participants: 12 attended the webinar, 14 educators received the recording and the materials

Stakeholders profile: Teachers and youth workers

Two educators and ten teachers from primary and secondary schools.

Description of the training:

The online interactive seminar aimed to:

- Reflect on the value of integrated digital education in curricular and extra-curricular programmes of transversal subjects like civic education;
- Share pedagogical proposals to engage young people on the issues of gender equality, social inclusion and smart cities for the sustainable development of their communities;
- Present INGAME products and invite participants to participate in the piloting with their classes.

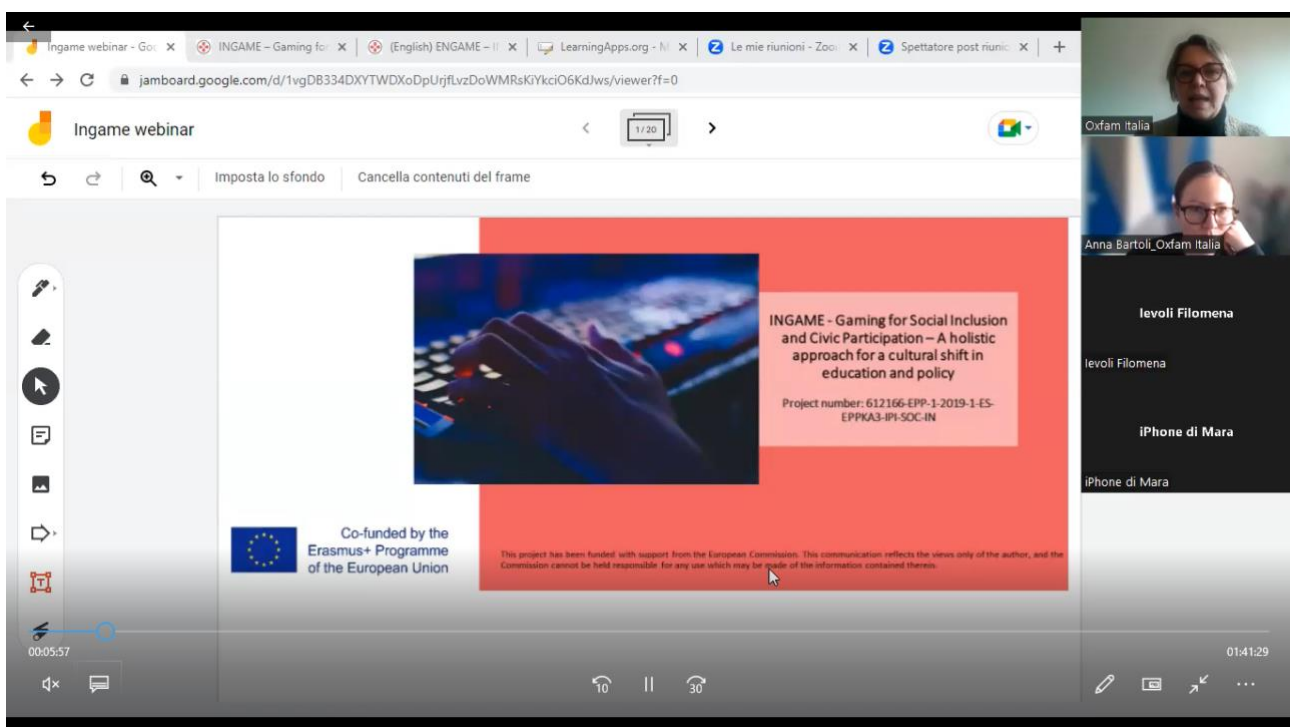
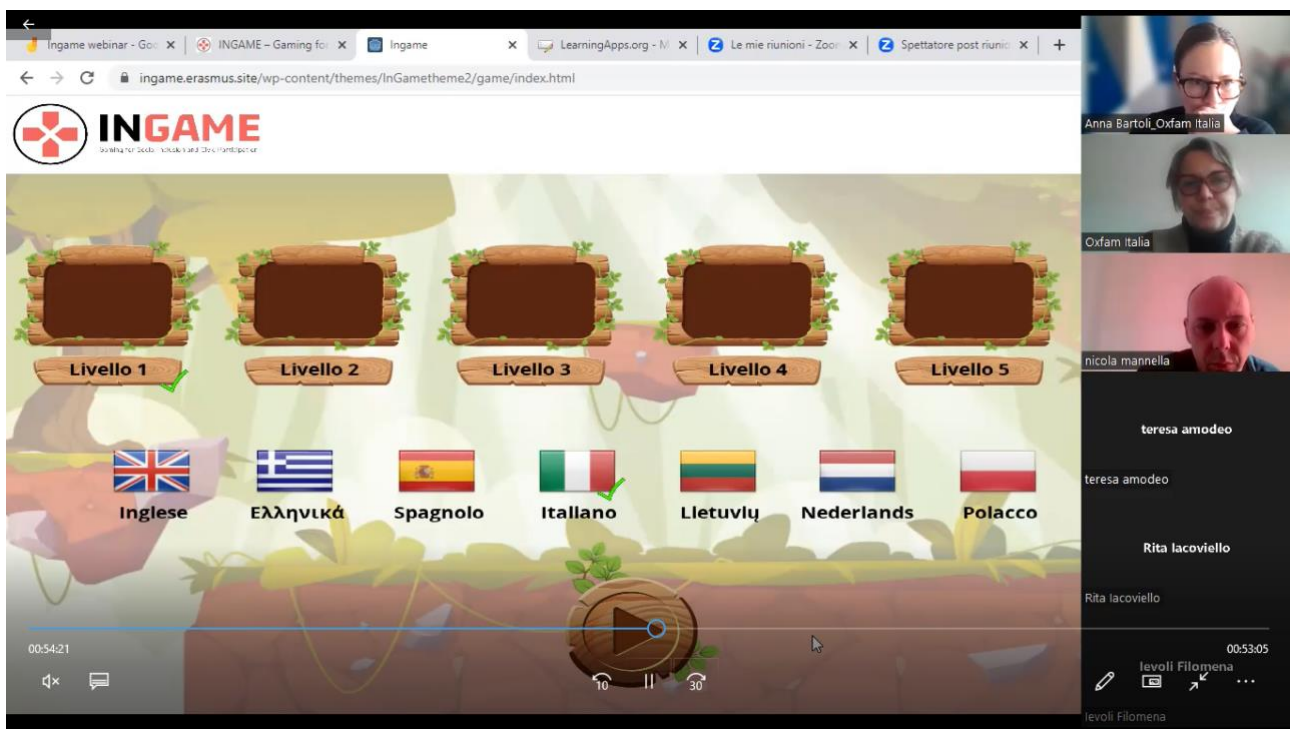
Additional information: use this space to add other information or feedback, documents, etc.

There is a wide interest on digital education tools also from educators working in primary and pre-primary schools.

Teachers' feedback on the game:

- Too much text to read
- Complex information
- Not playful, there is not a clear task to accomplish that engage young people

Pictures:



Training for stakeholders

Dates: 28-29 – 30 March 2023

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

Place: Zoom

Number of participants: 49 (10+ 20 +19)

Stakeholders profile: secondary school teachers from different Italian region

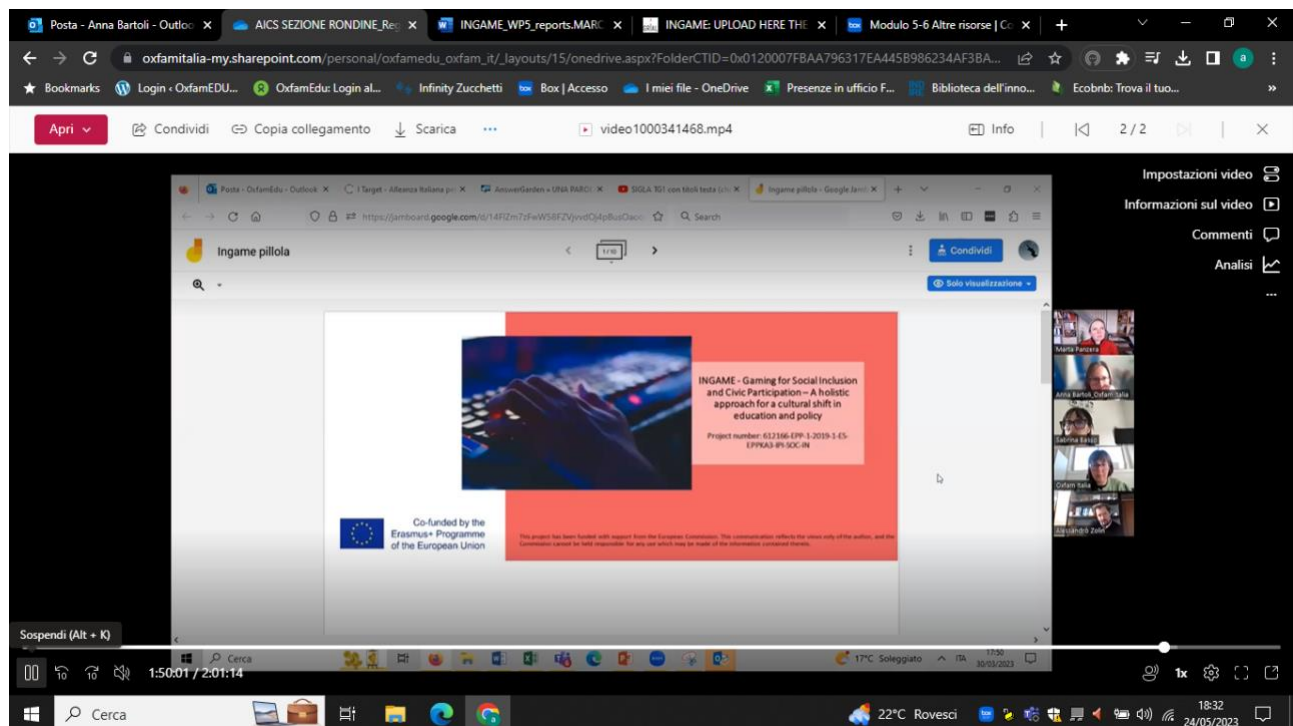
Description of the training:

Inside an online training for teachers on Sustainable development goals (Agenda 2030), we dedicate a session of 1 hour to INGAME, presenting it as a useful tool for educators to address the different topics of the Agenda 2030 and integrate game-based learning in their work.

The workshop aimed at presenting the training materials, the website and the game. It was repeated 3 times, with 3 different group of teachers.

Additional information:

Pictures:



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Impostazioni video
Informazioni sul video
Commenti
Analisi

Chiara Tempo - P...
Francesca Beccaria
Fabiola Di Filippo
simona bilardo

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Cerca

22°C Rovesci

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24/05/2023

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INGAME Platform

https://ingame.erasmus.site/wp-login.php?
redirect_to=https%3A%2F%2Fingame.erasmus.site%2F%2Fplat

INGAME

Nome (richiesto):
Password:
Non hai un account?
Ricorda

Impostazioni video
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Commenti
Analisi

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Cerca

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24/05/2023



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