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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 a cultural shift in education and policy

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WP5: Pilot and training report
Danmar Computers

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Index

Pilots for young people.....	3
Training for stakeholders	3

Pilots for young people

Dates: 10-2022 to 03-04-2023

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

Place: Online

Number of participants: 98

Young people profile: Students at the University of Rzeszów and adult's educators.

Description of the pilot: Piloting started by introduction of the game and the requirements for the task implementation. All students got an assignment to play a game and to evaluate its functionality and effectiveness. Piloting was organized in national language.

Training for stakeholders

Dates: 20-02-2023

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

Place: Rzeszów

Number of participants: 40

Stakeholders profile: policy makers, youth workers, students, teachers

Description of the training: the training was organized at University of Rzeszów; training program was presented by Michał Żak, International Project Assistant in Danmar Computers.

Pictures:





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