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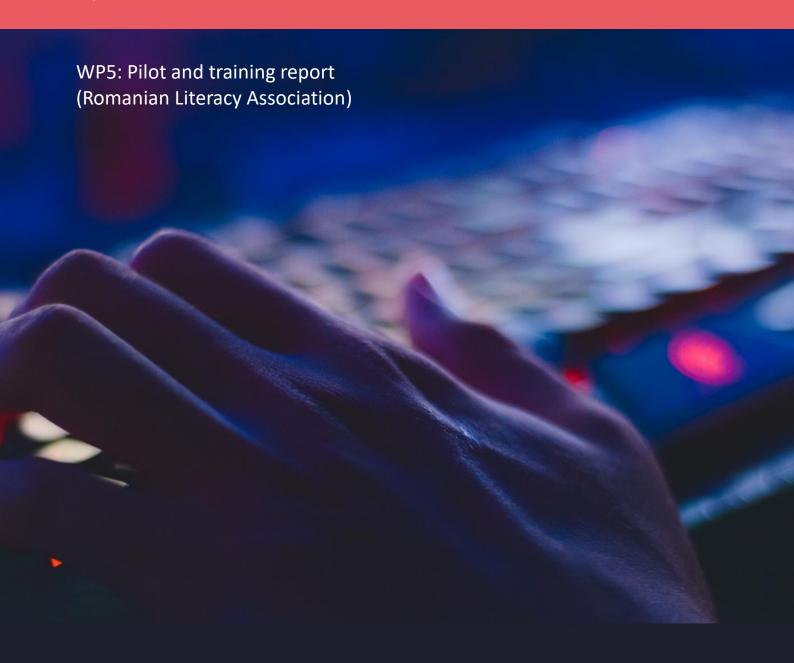
Gaming for Social Inclusion and Civic Participation

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

WP5: Pilot and training report
(Romanian Literacy Association)

Document Information

Criteria	Details
WP number and title:	WP5 Capacity Building for Educators and Stakeholders
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Document Version Control

Version	Date	Which Partner	Description
1.0			
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Pilots for young people

Dates: 11-12.03.2023

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

Place: ARL office (Filocalia: Str. Smardan Nr.13. Iasi)

Number of participants: 30 participants

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

The participants were teachers and master program students from different faculties (Lucian Blaga University in Sibiu): science, linguistics, economics, law, theology, medicine.

Most of them works in different places, according to their initial education.

Description of the training:

The sessions took place online, students being registered on google drive: https://docs.google.com/document/d/1iLBXwo7eVCj86f-epcduyAjTU7Fw-YCCOuIfH6TGYeA/edit

The sessions consisted of:

- Icebreaking and getting to know the participants and their knowledge about gaming in education
- Ingame game presentation
- Playing together 1-2 levels
- Questions and answers regarding the theme of the game
- Presenting the training material
- Developing the training activities
- Questions and answers regarding the training activities
- Feedback regarding the game and further implementation of the game

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

The participants found out the game interesting and useful for young people in the process of developing a good mindframe regarding civic participation, inclusion and equity, education.

Training for stakeholders

Dates: 28.03.2023

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

Place: Colegiul Richard Wurmbrand Iași (Filocalia, str. Smardan Nr 13)

Number of participants: 21

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

The participants are teachers, NGOs executives, public institutions for education and youth workers.

Description of the training:

The training took place face to face and the participants had the possibility to interact with each other in very nice and friendly manner.

The session has been divided in three parts:

1. Introduction and getting to know the participants.
2. INGAME project and INGAME game presentation
3. Playing 2-3 levels of the game and sharing impressions
4. Introducing the training material
5. Discussing and modeling the activities included in the training manual.
6. Comments and questions

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

All the participants found the game useful for being used in the education, with high school students. They also expressed their interest to continue to stay connected with ARL team to learn more about gaming in education. The participants appreciated the way the themes were developed in the game as friendly, non-aggressive, well documented and involving the players.

Many participants want to participate to more training sessions about gaming in education.

Training for stakeholders
Dates: 29.03

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

Number of participants: 39

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

Most of the participants were students and high school teachers

Description of the training:

The training took place online and was run by an ICT teacher, former inspector for schools

The sessions had the following content:

1. Introduction and getting to know the participants and their expectations about the training
2. Ingame game presentation and how to use gaming in education
3. Other experiences regarding gaming in education
4. Playing 2-3 levels of the game
5. Training activities for other participants
6. Questions and answers regarding the training activities in the training manual
7. Reflection and further developments

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

This training session has been focused on how to use gaming in the teaching and learning process in schools. The participants were teachers and students who study ICT ate university. Most of them are good players and they enjoyed playing the game. The teachers paid more attention to the themes of the game and on how to bring this approach in the classrooms to reduce the inequity among students and to enhance civic participation. The participants addressed questions regarding the integration of the immigrants as Romanian schools are facing the Ukrainian refugee's drama. There was a good learning and reflection time for all the participants.

Training for stakeholders
Dates: 12-13.04.2023

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

Number of participants: 24

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

The participants were teachers, young people, NGOs representatives.

Description of the training:

The training took place online and had the following agenda:

1. Introduction and knowing the participants

2. Presenting the Ingame project and the game

3. What are the most critical aspects for young people in our society

4. Playing 2-3 levels of the INGAME game

5. Presenting the training material and the activities in the manual

6. Working on the activities

7. Questions and answers

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

The participants were people used to play games and their levels of understanding gaming was quite high. They showed interest especially on the themes approached by the game, because of their involvement in civil society activities through their organizations. The participants showed interest in developing a network of people who understand the importance of gaming. The trainer is an IT specialist, and he helped the participants to better understand the role of the technology in education and in the day-to-day life.

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