



INSIGHTS AND BEST PRACTICES FROM GAME BASED EDUCATIONAL EXPERIENCES



21

CASE STUDIES
INITIATIVES

FROM

7

DIFFERENT
PARTNER
COUNTRIES





**TO PROVIDE EDUCATORS, YOUTH WORKERS AND
TEACHERS WITH INSPIRATION AND UNDERSTANDING
REGARDING THE EXISTING VARIETY OF USES AND
APPLICATIONS OF GAME BASED LEARNING
METHODOLOGIES IN THE EDUCATIONAL AND YOUTH
WORK PRACTICE**



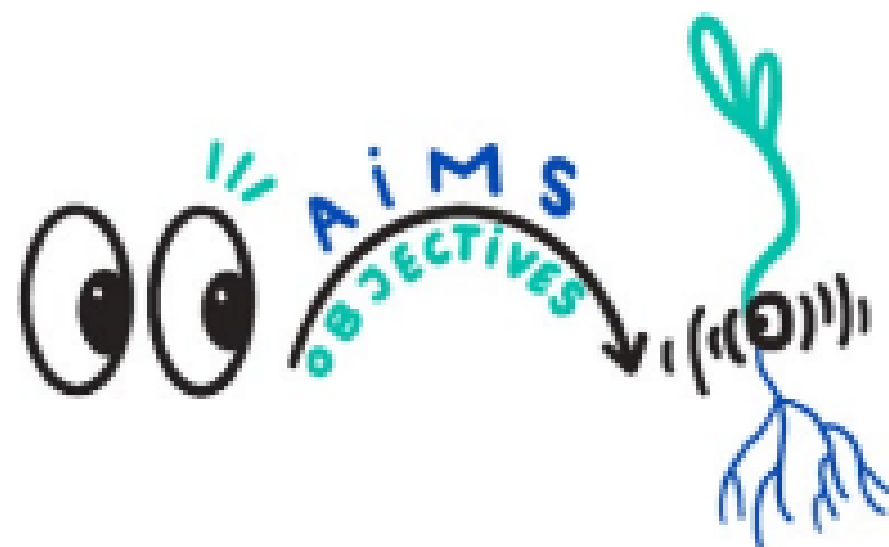
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MENTORSHIP PILLARS



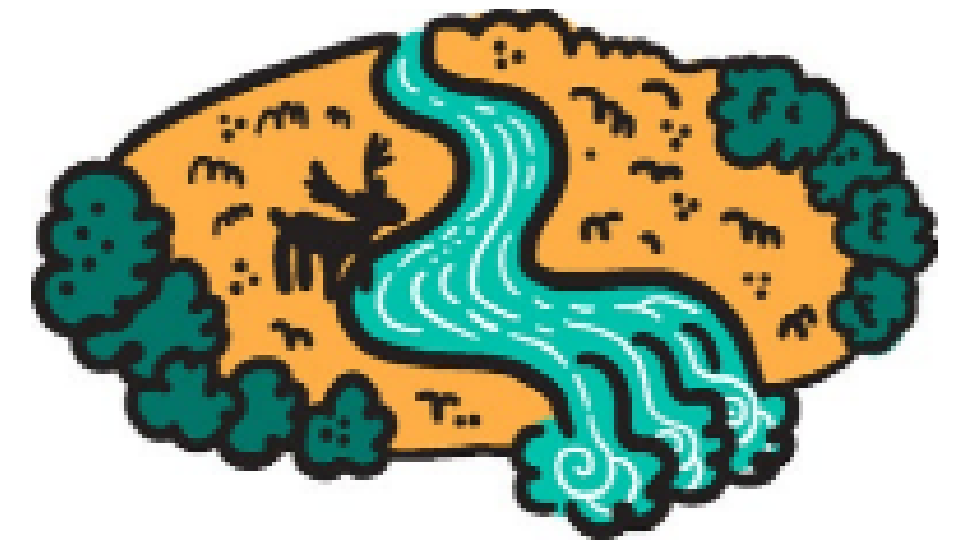
SPARK, DEFINE & IDEATE

The initiatives are outlined starting with a deep dive of their main aims, objectives and referring contexts, with a specific attention on the background societal and educational needs and challenges of the local youth and communities addressed by the initiative.



PROTOTYPE & PLAYTEST

The focus then moves onto the core of the case study looking at how the implementation process unfolded and at how games, GBL or game development features have been integrated within the main adopted methodology, highlighting elements of innovation and, at the same time, potential challenges faced and solutions adopted.



ITERATE & ROLL OUT

Each case is being closed with an insight on lessons learnt, strategies implemented, the impact generated and a reflection on the transferability and sustainability of the initiatives' results conclude the general overview of the case study.





INTERCONNECTEDNESS BETWEEN THE PERSONAL, SOCIAL AND PUBLIC DIMENSION

**FRAMEWORK WHERE THE ENGAGEMENT
GENERATED BY THE GAMING EXPERIENCE
BECAME A PRETEXT TO PROVIDE A SPACE FOR
THE PLAYER IN WHICH TO EXPLORE AND
REFLECT ABOUT ONE'S OWN PERSONAL
CONNECTION AND RELATIONSHIP TO
SOMETHING WIDER**





SIMPLICITY

**PLAYED A KEY ROLE IN ENSURING THEIR
TRANSFERABILITY AND SUSTAINABILITY
AFTERWARDS, MOSTLY BECAUSE THAT MADE THEM
EASILY REPLAYABLE.**





CO-CREATION

**PARTICIPANTS NOT ONLY PLAY THE GAME BUT
CONTRIBUTE TO CREATE IT, PROMOTING CO-CREATION
EVENTUALLY RESULTS IN STRONGER ENGAGEMENT
AND THE DEVELOPMENT OF A SENSE OF OWNERSHIP
AND COMMUNITY AMONG PLAYERS.**

