"If I'm going to be happy anywhere,
Or achieve greatness anywhere,
Or learn true secrets anywhere,
Or save the world anywhere,
Or feel strongly anywhere,
Or help people anywhere,
I may as well do it in reality."

Eliezer Yudkowsky

YOUTH__4__YOUTH

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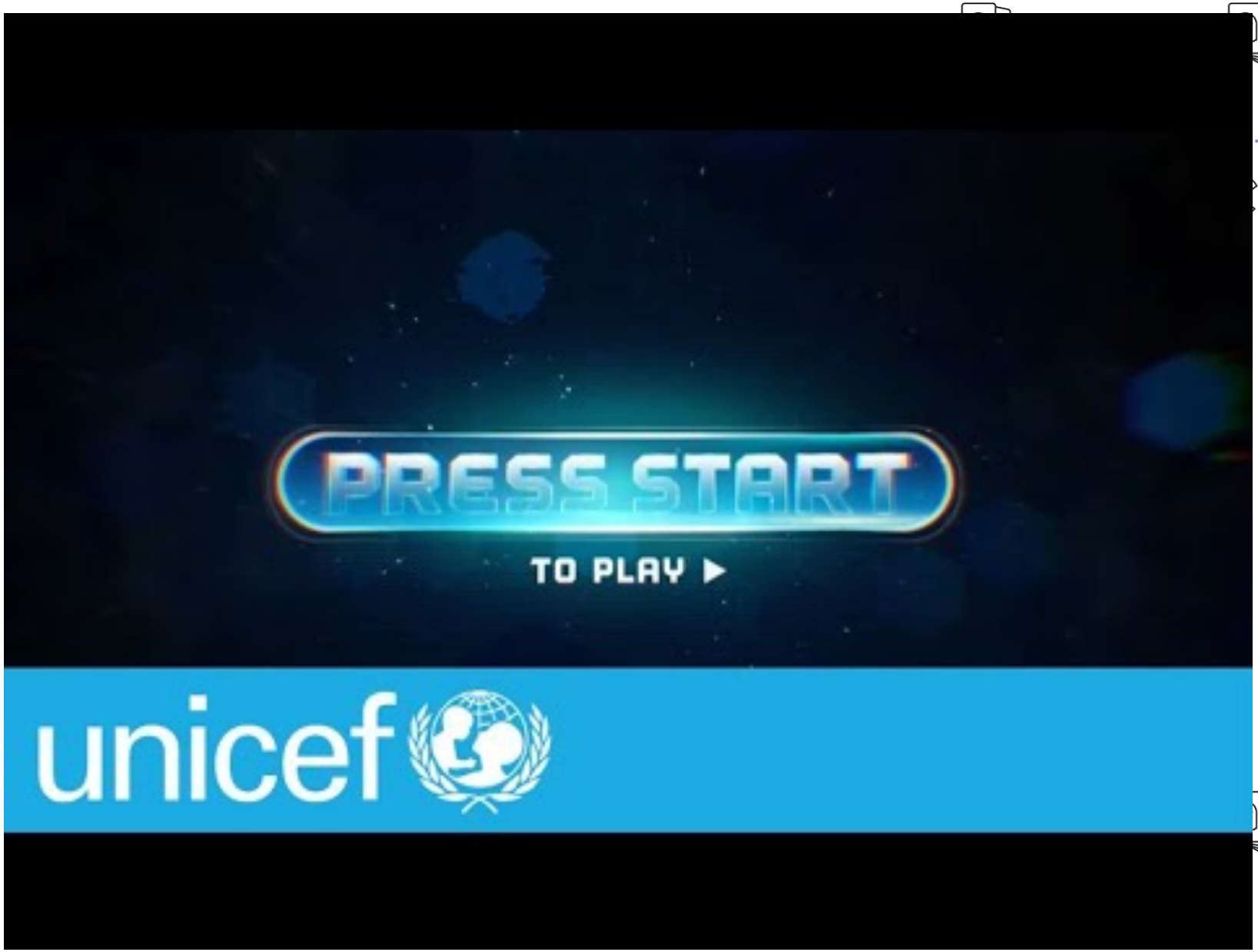

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Youth

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Games Youth

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Games Empowerment Youth

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Games

….so games and the development process becomes a well planned and consciously supported learning journey, yet allows youth to hold ownership

Youth

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Not to get away from broken reality……

- build a methodology and a future in a cross-sectoral approach where learning through play empowers to become creative, engaged, lifelong learners and leaders of change who thrive in a 21st century world

- promote and raise awareness on the power of educational games as an inclusive and participative tool to tackle youth related and wider social challenges and

- provide know-how to transform challenges via the game development process and offer solutions in a collaborative manner to increase both active citizenship and creative entrepreneurship

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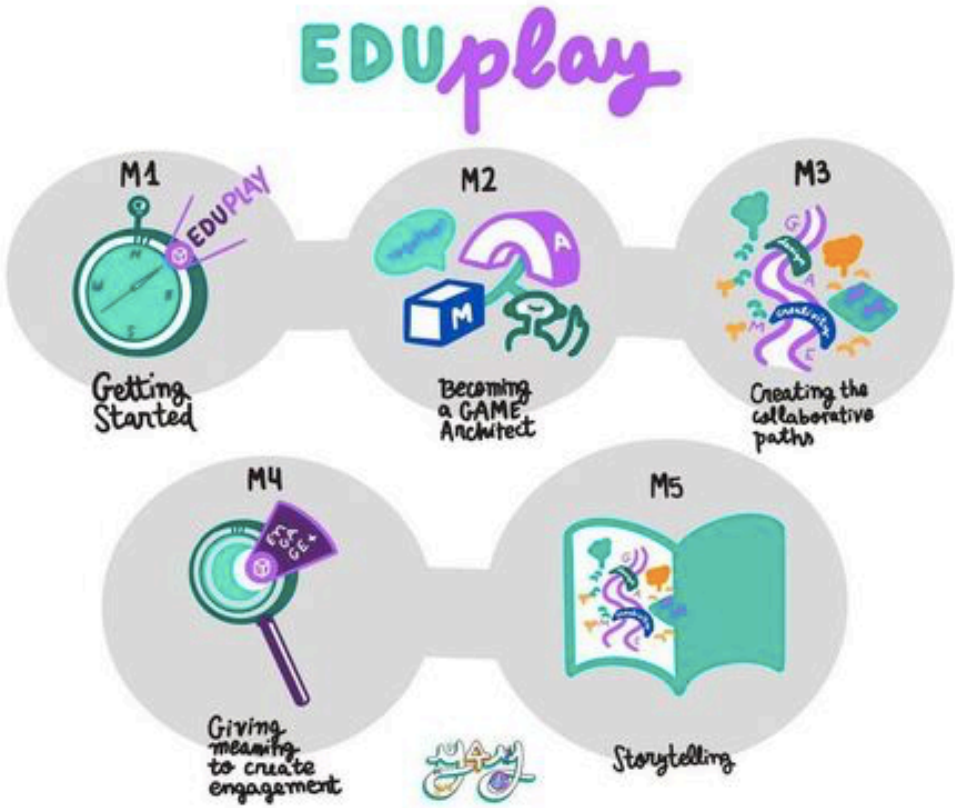
…but to become the architects of the future.

YfY Country Assessments (IO1)

Eduplay Digital Training (IO2)



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eventUS

not so pink

Entrepreneurship
Active citizenship
Soft skills

5 YEARS

Green Money

WOGO
A game to reflect and talk about sustainability.

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"Quality educational games must balance engagement, assessment, and learning as three equally important components facilitated by the educators as they are the ones making the change in the classroom via seising learning moments and provoking minds, connecting students to their learning goals, and making them understand how acquired knowledge is applicable beyond the classroom. Therefore, EDUCATORS ARE TO BE CHALLENGED to reconstruct their identity in order to be able facilitate the design of such playful, but serious frames."

EUROPEAN SOLIDARITY CORPS

SUSTAINABLE DEVELOPMENT GOALS

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- 11:30 – 13:00 Living Library

- 14:00 – 16:00 Playtesting

- 9:30 – 9:50 Insights and best practices from game-based educational experiences – by Mafalda Morganti
- 9:50 – 10:35 Learning game-based learning? Testing online courses and approaches – by Carla Sousa
- 11:00 – 12:00 Practical tools to promote game-based learning strategies – by Chari Camara

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What is your favourite game? and why?

What is your first memory with games?

Share about a game that someone else has showed you…..

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LIVING LIBRARY

The Living Library is very much like a regular library where people go to check out books. The only difference is that the books are all actual people who have opted to **speak about their experiences openly** to an interested audience and answer any questions they are asked.

So you can not only learn by reading, but direct the experience by **interacting with your books** each owning its unique narrative.

We encourage you to **be curious and engage** in the process:)

- 12:00 – 12:30 first round of reading
- 12:30 – 13:00 second round of reading

You are more than welcome to also join on-going readings. Do remember to return our books in their best conditions and feel free to recommend your favourites to others:)))

Thank you….

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