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YOUTH
PLAYFUL
ENGAGEMENT

Educational Game

A project by:



TDM2000
INTERNATIONAL

Funded by:



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REGIONE AUTÒNOMA DE SARDIGNA
REGIONE AUTONOMA DELLA SARDEGNA

In partnership with:



ABOUT THE PROJECT

“YouPlay” is a 24 months’ project co-financed by the EU Commission through the European Education and Culture Executive Agency (EACEA) and the ERASMUS + Programme, under the umbrella of its key action 2 (KA2 - Partnership for Cooperation in the field of Education and Training - European NGOs).

The main aim of the project is to strengthen the capacity of youth NGOs to guide and support young people in developing competences, skills and knowledge that would animate their sense of initiative and active citizenship. The project is realized by 7 partners from 6 different countries (TDM 2000 International – Coordinator, Italy; NGO IUVENTA, Serbia; GLOBAL CITIZENS ACADEMY, Lithuania; Dragon Legion, Germany; TDM 2000 Malta, Malta; Universidad Complutense de Madrid, Spain; TDM 2000, Italy).

The Objectives of the project are:

- to support youngsters' development by improving their citizenship skills and fostering them to engage in democratic participation;
- to provide new tools for youth workers, youth organizations and institutions, on how to engage young generations, valorize their contributions and catalyze the social change;
- to spread and foster the debate on the SDGs among EU and by developing concrete proposals for their implementation;
- to strengthen the synergic cooperation of the Network thus supporting the creation of youth policies.

Expected results:

- Educational Board Game on active participation and SDGs; followed by a testing inside and outside the project consortium;
- A platform containing the digital extension of the game and a wide variety of resources for youth and youth workers on active participation
- Policy Recommendation and adaptation Guide that starts a process of transformation on how to promote youth engagement.

ABOUT THE GAME

The partnership, through the implementation of the project, explored and expanded the dimension of the game-based learning as a methodology to promote and experience civic participation in youth. In a synergistic view, the project refers to the most advanced studies on games for learning and for democracy, catalyzing in the project the huge potential that they identified. Indeed, the gamification of learning and civic participation can markedly help the decrease of citizen alienation from politics and society in general, as - through its crowdsourcing dimension - individuals could better perceive their role within the community, “outsourcing a job to the crowd”, for the common good.

Our Educational Game is a board/card game aimed at fostering young people's active citizenship, at

enhancing their integration and inclusion, and at strengthening their contribution to the functioning and development of democratic debate. Not only this, it also aims at empowering the participants to play a vital role in their own development as well as that of their communities putting the emphasis on how important is their action to contribute in achieving the Sustainable Development Goals. The Game was designed to help the young direct beneficiaries to learn vital life-skills, develop knowledge on human rights and citizenship and to promote positive civic action.

The Game is mainly directed to young people, aged 15-30, as we believe that this is the age range when doubts on life, future, trust, capacity, start to arise and consolidate if nothing is done to reverse this tendency.

The Game contains different scenarios where participants have the opportunity to play, debate, make decisions and find solutions. The scenarios offer different card decks connected to:

- 3 Dimensions of Citizenship: civil, political and social
- Sustainable Development Goals

These 2 categories are interconnected in order to transfer to participants the contents and furnish basic knowledge to act as a proactive citizen by participating in the different contexts of society.

The cards' decks include actions that every participant can take and decide to use, each action generates a reaction therefore a consequence will start. This puts the participants in the situation of making a choice, analyzing, deciding and taking responsibility.

The developed printed Game has a digital interface (mobile APP) to help the participants to also play without the facilitation of a youth worker. In fact, even if the Game wants to be a tool to support youth workers in their daily work on youth participation, we strongly believe that it can be played in any settings, among friends, in a non-formal and formal education context. The presence of the "master of the game" or "facilitator" (youth worker) provides a more effective experience to the young players. It explains the situations, the effects of the actions and leads the participants to navigate into the game maximizing their learning.

The web application was designed to work as a support to the physical version of the board game. Social interaction is one of the main and essential parts of the game, and it happens both in a face-to-face setting and using video conferencing tools if played remotely. The digital version replaces the cards and it will have the advantage of introducing random events that can react to the actions of the players.

The web application is barrier free and it is responsive so that it adjusts to the screen size of the viewing device. In particular, it is optimized for mobile phones.

The educational game developed has the following specific **Learning Objectives**:

- fostering cooperation among participants for the sake of a sustainable society and the good of the community;
- provide knowledge about the SDGs and global issues related to them;
- provide knowledge about the governance of a democratic society and stimulate debates on solving

public issues.

- stimulate active participation and improve citizenship skills and therefore the ability to act as responsible citizens;

- Equipping participants with competencies:

- critical and strategic thinking
- teamwork, negotiation and collective decision-making
- conflict and crisis management.

Find out more about the project and its results at its [official website](#)

The several game elements are available and downloadable at this [link](#)

GAME COMPONENTS:

- [Board](#)
- 6 Figures and 1 dice
- 20 locations (double side) [1st side](#) – [2nd side](#)
- [6 departments cards](#)
- [33 Mission Cards](#)
- [53 Major Event cards](#) + [53 related cards with real facts and connected SDG](#)
- [36 Minor events Cards](#)
- [80 Votes' cards](#)
- 100 Resource Tokens (coins/fiches)
- Mobile application for [IOS](#) and [Android](#)
- [Game Rules](#)
- [Manual for facilitators](#).