

FICHA DE PROJETO


Acrónimo:	-
Designação do projeto (PT/EN):	Digital gamification for youth engagement
Código do projeto:	581644-EPP-1-2016-2-LV-EPPKA2-CBY-ACPALA
Objetivo principal:	Cooperation for innovation and the exchange of good practices - Capacity Building for youth in ACP countries, Latin America and Asia
Entidade financiadora/Programa de financiamento:	Erasmus+
Região de intervenção:	-
Investimento Total Elegível:	124.386,64 €
Custo total elegível (IPSantarém):	2.509,25 €
Apoio financeiro da União Europeia:	2.509,25 €
Apoio financeiro público nacional/regional:	-
Taxas de financiamento:	100,00 %
Entidade beneficiária:	Instituto Politécnico de Santarém
Investigador Responsável:	Ana Luísa Mateus Oliveira Chança Torres
Parceiros:	Asociacion Civil Familia Gangitana de Rosario-Argentina; Cong Ty Co Phan Phat Trien Viec Lamthanh Thieu Nieu Va Xa Hoi Yesd -Viet Nam; Disha International Foundation Trust -Inde; Istituto Comprensivo Statale B. Lorenzi Fumane Vr – Italy; Mittetulundusuhing Involved - Estonia/nUdgruga Mladih Mladi U Europskol Uniji - Croatie
Equipa:	Mário Alexandre Martins Duarte; Paulo Martins
Data da aprovação:	-
Data de início:	2017/01/02
Data da conclusão:	2019/03/31
Domínio científico e subárea científica:	-
Resumo (objetivos, atividades e resultados esperados) - em PT e/ou EN:	Fostering participation of youth and active engagement by interactive and attractive tools in one of key priorities nowadays in the youth sector. Usage of digital gamification elements as new form of youth engagement, development of attractive and innovative methods of youth work and support open educational resources is high on European wide youth work agenda. Gamification is the application of game elements and digital game design techniques to non-game areas, such as business and social impact challenges. That is a psychology - and motivation-based approach to increase the motivation, engagement and contribution of the

	<p>target audience, as well as stimulate achievement of the necessary results through their active involvement. During the project stages, research of the elements and tools of gamification was made. The handbook, gamification training (including curriculum) to educate the youth organizations about digital gamification, creation of the game by use of templates and applications, involvement and education on various topics was developed, organized and published. The topics included democracy, unemployment, civic engagement, human rights, youth entrepreneurship, environmental education, social responsibility and active participation in community activities for youth leaders and youth workers. The project aimed to: 1) Facilitate youth engagement in European, Asia and Latin America countries through developed on the spot and online video training and handbook; 2) Promote the cooperation between youth organizations and organizations in the education and training fields and stakeholders; 3) Promote new forms of youth work, use of open and flexible learning, open educational resources (OER) and better exploitation of the ICT potential; 4) Encourage and educate youth organizations to use and create new tools for youth participation, using new technologies; 5) Disseminate results. The project had also youth workers' mobility's during which they were trained on the topic of gamification and increased their personal and professional qualification, got new insights on their local issues and shared skills and knowledge. Due to the change of partner ICT solution was not accomplished, but more efforts were redirected towards Handbook and other project's activities. The project had initially following results planned and achieved: 1) Handbook "How to succeed with digital gamification for youth". A 40 pages' educational material printed in 8 languages and extended e-version of 100 pages' handbook in English. All materials are available in partners' languages and published for free in partners' web pages and it the main applicant's library at: http://socialinnovation.lv/en/ygame-project-all-results/; 2) Curriculum, workshop and online training as open educational resource "Gamification as a tool for youth engagement", available at platform https://ej.uz/ygame; 3) Transnational conference "Play for changes", which took place in Riga, in January 2019 and gathered around 50 youth workers and young people from all around the world, from all partnering countries; 4) Experience exchange visits, where European partners shared the experience with Latin America and Asia organizations while networking with local representatives and their experience as well as shared project's results and gamification concept.</p>
Link para página do projeto (outros Links):	https://erasmus-plus.ec.europa.eu/projects/search/details/581644-EPP-1-2016-2-LV-EPPKA2-CBY-ACPALA
Outras informações:	