

NEWSLETTER #2 | JULY 2022



IN THE SPOTLIGHT



The inclusive approach was one of the attractive assets for The Hague University of Applied Sciences to join the BIG consortium. Now the project is running, they experience that in every step there was something valuable for the team. What was really great was seeing the test version of the game for the first time. To see the result of the work we did together as an international team was very rewarding.

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WHAT WE DID SO FAR

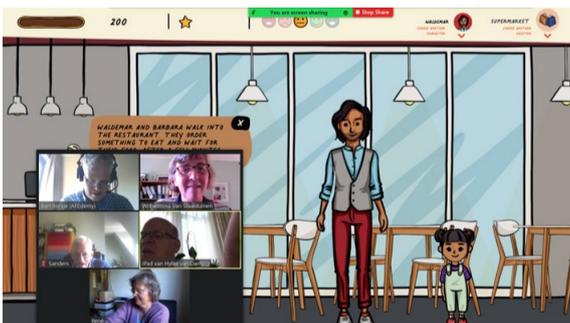


SHINE took the first full version of the BIG game to real life and tested it in two days of workshop with 6 people concerned with two target groups of the project: pregnant women and teenagers. The participants enjoyed seeing the characters coming to life and learned more about the problems they may face in daily life. [READ MORE...](#)



The German project partner ISIS Institut für Soziale Infrastruktur held a workshop in Frankfurt am Main on 27 May 2022 to test the training methods developed in the BIG project, including the online educational game. The participants were representatives of the working group Mobility and Safety of the Hanau Seniors' Council, students and other interested adults.

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To organise the testing of the BIG game, AFEdemy had a threefold approach: an online workshop with people of different backgrounds, online testing for an extra credit by students of the University of Minot (North Dakota, USA) and by students from the Goethe University (Frankfurt, Germany). [READ MORE...](#)

Credits picture game: Creative Human Beings



At The Hague University of Applied Sciences the scenes of Anna (a pregnant woman) and Peter (a teenager) were tested in two workshops. A social worker, nurse, a young mother, a student and two adult educators came together to experience the game for the very first time. It was interesting playing the game and discussing the scenes together. [READ MORE...](#)

Credits picture game: Creative Human Beings



In the Intergenerational Activity Centre in Warsaw, teenagers, adult educators and older people tested the BIG game scenes of Ewa (woman suffering from dementia) and Waldemar (single father with young child). The participants praised the game and shared their personal experiences with dementia. The outcomes and feedback fuels future work! [READ MORE...](#)

MORE NEWS



On September 13th, AFEdemy organises an informal meeting at the library in Gouda (Klein Amerika 20, Chocolate Factory). During the meeting, visitors can ask questions regarding their mobile phones, practice digital exercises and play the BIG game in small groups.

13 September, 13.30-16.30 hours, walk-in hours

BIG Game will contribute to the knowledge café on “Ageing in your village” at September 22nd, 2022 in Vledder. In Vledder (Drenthe), they have built their own residential care centre. During this Knowledge Café you will learn all about it.

Not only are housing and care important to the growing group of older people, but also the way the living environment is arranged. Does the living environment invite to meet and exercise? Prof. Dr. Louise Meijering (RUG) is a health geographer and researches the physical and social organisation of the living environment in cities and villages. [READ MORE...](#)

ABOUT THE PROJECT

The project BIG educational game is a European Erasmus+ project that focuses on the social inclusion of people. In the project we develop a virtual game and workshop methodology.

The player can meet and solve challenges of characters in the play, such as inaccessible housing for a wheelchair, loading goods in a car while taking care of a child or visiting a restaurant with a bad sight. We will also develop a workshop methodology to use the game in joint training settings.

[READ THE PROJECT'S INFOSHEET](#)

WHO WE ARE



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