



The project **GAME-ED: Development of creativity skills by game-based learning methods in adult education** is funded by the Erasmus+ programme of the European Union under Key Action 2: Cooperation for Innovation and Exchange of Good Practises (Action Type: Partnerships for Creativity). The project started in March 2021 and will run until March 2023.

The main objective of the project is to improve the quality of teaching and learning methods used to build and develop creative skills in adult learners. This will be achieved by introducing a game-based learning approach based on originally developed studies, guidelines, methods and a learning game for adult educators, and overall promote game-based learning in adult education.

### Intellectual output 3

The third intellectual output of the GAME-ED project "Methodology for the selection of game mechanics suitable for the development of creativity" is dedicated to game mechanics.

In the third IO we analysed what game mechanics are and how they work in order to link them to specific learning objectives, with the aim of making the functioning of game mechanics understandable for adult educators. We also wanted to find an answer to the following question: What types of game mechanics can help students achieve specific learning goals and develop creative skills?

Game mechanics - every game has one - is a set of rules and procedures that guide the player and the way the game responds to the player's moves or actions, and it is essential to game activities that players perform repeatedly in a game.

In the report, we have described the methodology for designing games for lifelong learning contexts, based on scientific evidence from the field of educational game research and development over the last 15 years, that can help students achieve specific learning goals. Designing and developing effective games is a great challenge because it requires a good knowledge of the didactic aspects of the learning process as well as the technology of game development.

Although there is no exact method for developing a game, we can divide the process into several phases that are common to all games. The first phase usually starts with the selection of learning objectives, target audience, game mechanics and story. Learning games also need to be interesting and fun, otherwise the full benefits of game-based learning cannot be achieved. We need to be able to integrate the activities that lead to the achievement of the learning objectives into the mechanics of the game we are developing, so that once the players and learners have achieved the objectives of the game, they do not even notice the learning objectives anymore.

In the report (found here: <http://game-ed.eu/services>), we have presented the most important work in this field that has had a major impact on the development of methods for game design, as well as examples of how the methods developed have been applied in practise. Based on these methods and the examples presented, we have analysed several examples of good practise that we presented in the first two IO's of the project. In this way, we laid the foundation for the development of the learning game that is being designed and developed as part of the GAME-ED project.

On the above website we have also uploaded all the results of the previous IOs:  
IO1 - Collection of methods on building creativity skills in adult education;  
IO2 - Best practices in game-based learning methods in adult education.  
The results are uploaded in .pdf version and in all languages of the project.

## From the last meeting!

For the first time since the project started in 2020, the partners met face-to-face in mid-July in Szeged, Hungary. During the meeting we discussed how the project is progressing, how games can be integrated into different methods of adult and youth education and we also had the opportunity to test the second version of a board game being developed by Fontanus. The game, which does not have a name yet, is designed for 2 to 8 people. The main concept of the game is to structure different words written on the board with 50 symbol cards that are included in the game package. The game offers a lot of freedom and can be a great tool to develop the creative skills of individuals. The rules are very simple so it can be played by a wide range of ages. The next meeting will be in Bled in September.



*Partner meeting in Szeged, Hungary*



*Partners are testing the game*



*Game testing*



## PARTNERS

### Fontanus Center Ltd (Hungary)

The Fontanus Center is a privately funded research center that has developed numerous modern, innovative, and efficient methods for human development in the 15 years of its existence.

### NetCoGame Gamefull Living Research Center Non-profit Ltd (Hungary)

Founded in 2014, the NetCoGame Player Life Research Center is the first and only Hungarian research center dedicated to gamification. The main goal of the center is to provide various gamification solutions and developments to improve individual and organizational motivation and increase efficiency, researching the advantages and practical benefits of gamification.

### Universitea „Vasile Alecsandri” din Bacau (Romania)

The "Vasile Alecsandri" University of Bacau is a Romanian higher education and research institution with a long tradition of educating and training students in various fundamental areas by building specialised key competencies in accordance with the requirements of the labour market.

### University of Ljubljana (Slovenia)

The University of Ljubljana is the oldest and largest higher education and scientific research institution in Slovenia, founded in 1919. The university is among the top 500 universities in the world according to ARWU Shanghai, Times THES-QS and WEBOMETRICS rankings. It occupies a central educational position by providing public services in the areas of special social importance that ensure the preservation of national identity.

### Društvo za razvijanje prostovoljnega dela Novo mesto (Slovenia)

Društvo za razvijanje prostovoljnega dela Novo mesto is a non-governmental organisation working in the public interest in the areas of youth, culture and social inclusion. The organisation has a 27-year tradition. It reaches out to over 1.500 organisations and institutions around the world and implements over 30 projects per year.

### More information:



<http://game-ed.eu/>



<https://www.facebook.com/Game-ED-104804468398425>

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