



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 4

IO4 was dedicated to the actual development of the board game. The IO itself was dedicated to working on the game concept and its implementation, with the project's main partner – Fontanus Center – playing an important role in the overall development of IO4. The game developers reviewed all the information that the partners had gathered during the project and conducted additional research. In the course of IO4, a board game emerged based on a set of concepts, rules and regularities established by the developers and the partners of the project. The game was tested several times during the development phase and evaluated after each test. This allowed the developers to gather a lot of information from the players and make changes to the game based on their comments.

The game is intended for use in non-formal and informal learning. Adult learning, due to its nature, often takes place in non-formal and informal education rather than in formal education. There are different contexts in which adults spend the time of their lives that is relevant to them. They can all be opportunities to play games and use them for self-development.

Partners aim to develop a board game for creativity development for most of these contexts (e.g. adult education courses and workshops, work/home life/leisure activity environments).

## Intellectual output 5

In the context of game mechanics, the partners in IO5 identified, classified, tested and evaluated board games as innovative tools for adult education. At the beginning of 2020, more than 4200 board games were available on the market. However, despite the huge number of games published, their game mechanics are mostly unknown or unclassified. Therefore, the team tested several board games and classified the game mechanics of the selected games. The partners concluded that board games are feasible and developable if they use game mechanics that require players to make decisions and take responsibility, and if the random factor in the game is low.

When random factors play a large role in a game, players must rely on luck and cannot use their skills to succeed, so they cannot use the game to develop competencies or skills. However, there is no list of which board game uses which game mechanics to use board games in adult education. The guide, result of IO5, will try to answer the question: What kind of board games should target groups choose to develop their creative skills, in terms of the game mechanics used?

On the website (<http://game-ed.eu>) 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;  
IO3 - Methodology for the selection of game mechanics suitable for creativity development  
IO4 - Creativity developing board game  
IO5 – Guideline for the identification of board games appropriate for creativity development  
The results are uploaded in .pdf version and in all languages of the project.

## From the meetings!

In September, the partners met for the second time, this time in Bled, to discuss, among other things, IO4, which was in full swing at the time. They also tested the second version of the game and agreed on multiplier events, which were later introduced in all partner countries.

By the end of the year, the partners had met twice more - in Bacau, Romania, and Budapest, the Hungarian capital. At both meetings, the partners tested the game and suggested improvements. They also presented the development of IO5, and the results of the multiplier events already held.

In February, the partners came together for the last time and met in Novo mesto to discuss the final steps before the end of the project in March 2023.

The partners found that the resulting game was well received by all participants in the multiplier events, that they enjoyed playing it and that it generated interest in the game among all participants. The players who played the game also confirmed, among other things, that the game was intended for adult education and that it encouraged creativity and the use of imagination. This also achieved the purpose of the project itself!



Bled, September 2022



Bacau, November 2022, 3<sup>rd</sup> TPM



Budapest, 4<sup>th</sup> TPM, December 2022



Novo mesto, February 2023, 5<sup>th</sup> TPM

## MULTIPLIER EVENTS

In each of the participating countries, several multiplier events were held. The participants were adults, mostly aged between 18 and 60, with different professions and levels of education. The multiplier events took place at different times in all three countries. According to the answers we received, most of them liked the game and would like to play it more often. Some comments:

- **An exciting way to encourage creativity and imagination.**
- The game is interesting, metaphorical, challenging and fun to engage with concepts. Very useful in the education of adults as well as people at risk of social exclusion (unemployed and similar groups).
- **The game is very interesting and good to train your brain.**
- Entertaining in its own way, I found it more difficult to introduce certain concepts with the given pictures.
- **The game is very creative and interesting. It makes you think and use your imagination.**
- It is fun and interesting, but it was even more interesting to see how others think and see certain images and concepts.
- **Interesting, something different for a change. You see how different others' contexts and thinking are.**
- Great! interesting, makes you think; it trains your thinking and non-verbal description.
- **The game is interesting, it stimulates thinking. If the players know each other, it is easier to play than if they do not know each other.**
- The game stimulates creativity in a very interesting and unusual way. The game is very entertaining.

## 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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