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Intellectual Outputs of the project - part 1

As the result of our project, four Intellectual Outputs will be created. But what actually are we going to create? In January our IO's team started working on Intellectual Output 1, which is the "Guide on the use of games as an effective non-formal education method in the socio-economic activation of NEET youth along with the player's dictionary".



(Photo source: freeimages.com)

The guidebook and the glossary will be educational tools for youth workers. These documents will include some scenarios as well as methods of solving problems in the use of games in youth work. The glossary will deal with terms related to games, gamification, facilitating, understanding and effective communication. Guide, along with the glossary will be developed with the active collaboration of specialists involved in the implementation of the project, from all partner countries (Poland, Cyprus, Spain and the United Kingdom). The conclusions and recommendations of the young people will be mentioned in the guide. In each of the partner countries, the partner organization of the country will prepare a meeting with local NEET youth (15-17) so that they can give feedback and test assumptions and the results generated. During these meetings youth workers and experts involved in the project will work with young people to achieve the highest possible level of relevance to their needs, language, expectations and development areas. The guide along with the glossary will be written on the basis of the experiences gained during the project implementation and evaluation, as well as on the previous experience of the partners. An important element of the dictionary will be part of the pictorial/symbolic expression of a given concept - the dictionary will contain the infographics.

The glossary will increase the understanding of the educator's ward and will maximize the benefits of using games as a working method. The participation of young people will provide the conceptual adequacy, while the joint work of international partners will provide cross-sectional definitions.

An important element of this result will be the practice/testing of games, selected from the prepared catalogue, according to the postulate "learning by doing". The guide will include sample scenarios for youth meetings, educational materials, studies on the NEET youth situation in the partner countries and the specificities of working with NEET youth.