

## **News 37**

### **Games in education**

NESTA (2013) recognises that the use of games in education, if appropriately planned, can help to involve NEET in training and education, including the development of their knowledge and skills.

Games can be seen as an effective method of non-formal education in working with the youngest representatives of the NEET group, neglecting compulsory education or learning, who are at risk of social exclusion. Realisation of social inclusion may be approached by using game-based dialogues, non-formal education and games to address a number of challenges facing the European Union and its individual member states (Proyer et al, 2017).