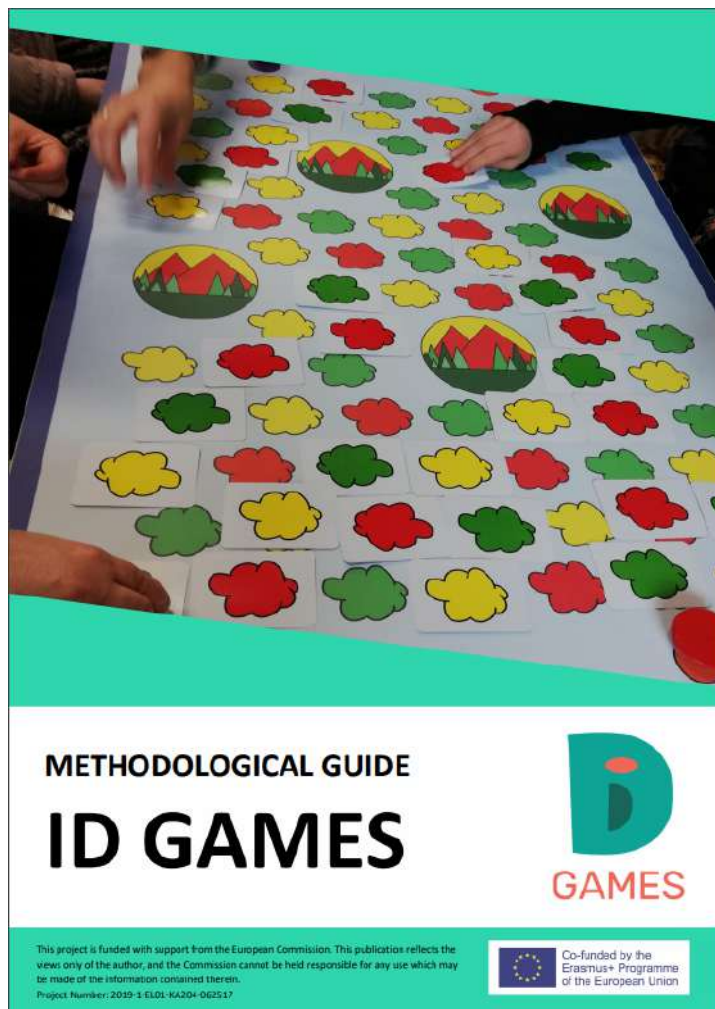# D
GAMES

Co – Create assistive games for people with Intellectual Disability (ID) to enhance their inclusion

2nd newsletter

METHODOLOGICAL GUIDE OF ID-GAMES

The Methodological guide is targeted to professionals and organizations working with people with Intellectual Disability.

It presents them the innovative methodology of co-creation game workshops which enables the inclusion of people with intellectual disability in community through active participation.

METHODOLOGICAL GUIDE

ID GAMES

GAMES

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CLICK HERE OR ON THE PHOTO TO DOWNLOAD THE GUIDE

✓ What is intellectual Disability?

✓ How to engage people in the workshop?

✓ Which are the best practices for Inclusion of people with Intellectual Disability?

✓ Which are the results on inclusion of people with intellectual disability?

✓ Which are the aims of ID-GAMES workshops?

✓ How to enhance people creativity and active participation?

✓ How to organize an ID-GAME workshop?

✓ How to enhance inclusion of people with intellectual disability through games?

ID-GAMES IN PORTUGUESE DISABILITY AND HUMAN RIGHTS OBSERVATORY

ID Games is now part of the Disability and Human Rights Observatory Network (ODDH), an organization that aim to follow-up the development of disability policy in Portugal and Portuguese-speaking countries and to promote participatory processes of monitoring and promotion of disability rights. ID-Games activities will start to be disseminated in ODDH Site and newsletter.

PRESENTATION OF ID-GAMES

✓ PEK/AMEA launched ID GAMES project during an event for the promotion of rights of people with Intellectual Disabilities.

✓ CHALLEDU presented the ID-GAMES in Gala of Serious Games in Athens

✓ E-SCHOOL presented ID-GAMES scope, activities and expected benefits and impact in workshops and learning training activities all over Europe

✓ LUSOFONA UNIVERSITY will presented ID-GAMES in the 5th Meeting of Games and Mobile Learning EJML 2020

"For many game players, games exist for entertainment, for passing the time, for fun. They are a diversionary activity, meant for relaxation or distraction—a "not- work" space where players are free to engage in fantasy narratives, amazing feats, and rewarding tasks.

But what if certain games have become something more?

What if some games, and the more general concept of 'play,' not only provide outlets for entertainment but also function as means for creative expression, as instruments for conceptual thinking, or as tools to help examine or work through social issues?"

FIND MORE ABOUT ID-GAMES IN OUR WEBSITE AND FACEBOOK PAGE

WWW.IDGAMES.EU

WWW.FACEBOOK.COM/ID-GAMES