

NEWSLETTER N°1, November 2020

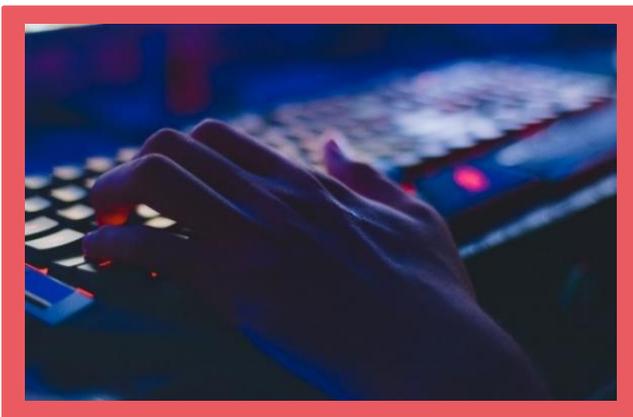
NEWSLETTER CONTENT

THE INGAME PROJECT

THE RESEARCH ON NEEDS ANALYSIS

THE INGAME PROJECT

The INGAME project has a strong focus on online games and digital skills for the development of civic skills of young adults. This is a new area of skills development that will be fully developed and provided through sophisticated ICT tools, deploying the latest evolutions in educational technology and building on civic engagement through online gaming. INGAME will directly and indirectly improve the digital, language, reading,



communication and collaboration skills of the users and will also introduce and integrate gaming in pedagogical methods and practices, specifically those related to the fields of civic literacy. The combination of innovation and education shall motivate users for informal learning and civic engagement. The overall

value of the game will be to enhance critical reflection on social and political circumstances through simulated experiences, build skills and stimulate interest for collective engagement with the wider community both at the local and at the EU level. Gaming for young people, is interactive and flexible when applied in a variety of educational and pedagogical context.

THE RESEARCH ON NEEDS ANALYSIS

The main findings of the research conducted by all partners will ultimately lead to an exhaustive National State of the Art and Gap Analysis Data Collection and Analysis in all partner countries, outlining the needs and expectation analysis of the target group and compiling a literature review database and the benchmarking of successful practices. In addition to the national reports, a transnational INGAME Ecosystem of Needs will be created.

The research aims to identify existing good practices and, where possible, to reinforce them. At the same time, however, research shall also be aimed towards identifying gaps and issues in existing practices, the difficulty of involving young people (18-35 years old) in issues of civic participation, social inclusion and gender equality. In this context, the role of research in the overall project is to create the scientific basis for the development of innovative solutions, which will address and, hopefully, fill existing gaps.

Follow the research progress [here](#).



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Project partners:

