



Co-funded by the Erasmus+ Programme of the European Union

APPLYING GAME DESIGN METHODOLOGY IN THE FIELD OF YOUTH WORK

GameOn Training_ITALY

	DAY 1	DAY 2
16h30	Introduction Context of Game On Get to know each other Group building	Introduction Linking with the previous online activity Questions
17h	Play vs. Game What makes 'game' a game? Games and Game design in education	Games and Game design in education
18h	Closing of the day	

online

	DAY 3	DAY 4	DAY 5
9:30 11:00	Intro Connection with the online training	Experiencing the Game Design Process finding tune Inclusion: participation and, diversity	Review the process of game design Analysis of the process from the participation and inclusion perspective
11:30 13:30	NFE basics and game design		Analysis from the competences perspective Methodology Models
13:30 - 15:00	Lunch		
15:00 16:30	Game mechanics Experiencing the Game Design Process (Canvas as support)		Analysis from the competences perspective Methodology Models
16:45 18:00			

in person

	DAY 6
16h30	Review the game design process and outcomes Action Plan to multiply the process with groups of young people
17h	Games and Game design in education
18h	Closing of the day

online