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Erasmus+ Programme
of the European Union

OK GAME ON

MÒDUL DISSENY DE JOCS PER A LA INCLUSIÓ SOCIAL

Day	1 Saturday 5/02	2 Sunday 6/02	3 Saturday 12/02	4 Sunday 13/02	5 Saturday 19/02
9:30 11:00	Intro + Get to know each other (driving licence) Group building (recognizing the track)	NFE basics + Kolb cycle Inclusion: participation and, diversity	Experiencing the Game Design Process (Canvas as support)	Testing of the games + feedback	Review the process of game design Analysis of the process from the participation and inclusion perspective
11:30 13:30	Toy vs. Play vs. Game vs. GBL (ABJ) vs. Gamification				Analysis from the competences perspective Methodology Models
Lunch					
15:00 16:30	Game mechanics Dissecting existing games		Experiencing the Game Design Process (Canvas as support)		Action Plan to multiply the process with groups of young people
16:45 18:00					Evaluation