



NEWSLETTER N°2, June 2021

NEWSLETTER CONTENT

-  About the research
-  Contribution of partners

ABOUT THE RESEARCH

by project coordinator

The report is developed in the frames of the INGAME project (Gaming for Social Inclusion and Civic Participation - A holistic approach for a cultural shift in education and policy) funded by the EU and represents one of the specific deliverables of Work Package 2 (Mapping the INGAME Ecosystem of Needs, Practices Target Groups, Stakeholders and Mode of Work).

The research conducted for WP2 aims to identify existing good practices and, where possible, to reinforce them. Research also aim towards identifying gaps and issues in existing practices - in particular, the difficulty of involving young people (18-35) in issues of civic participation, social inclusion and gender equality.

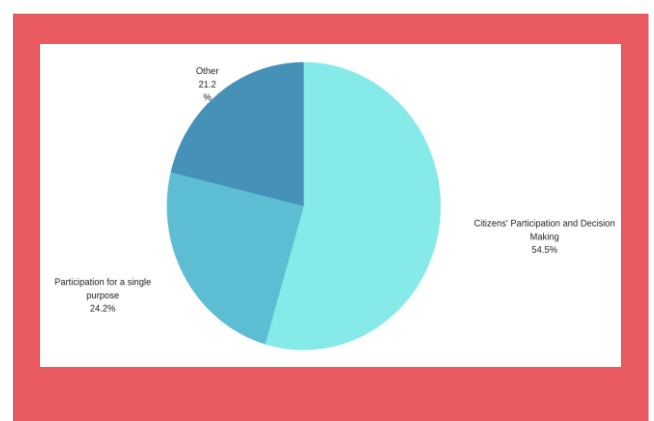
CONTRIBUTION OF PARTNERS

by CSI CYPRUS

Based on the collective answers of the research question 5, 54.5% of the participants define civic engagement as the procedure of being informed on the development of actions at the local, European and global level and having the state right of free expression of views and active participation of the citizens in the

democratic decision-making and problem-solving in society in the political social and economic developments of the country they live for the common good: More specifically civic engagement is the participation in (a) cultural organizations; (b) associations; (c) general voting; (d) parades; (e) charities; (f) the state elections of their state (g) protesting; (h) general events), (i) demonstrations, (j) local municipality-community (k) public opinion polls. 24.4% of the participants answered that civic engagement is the participation of citizens for a single purpose either general one “common good” “for one purpose” “decisions for the country” “community growth” or a more specific one “participation in elections” and involvement in politics. The third category of answers represents the 21.2% of the participants answering other such as (a) Civics playing games; (b) no explanation, repeating “Many times” and (c) active citizenship without further explanation.

by Danmar Computers



The research conducted under the INGAME project shows that most of the respondents are involved in social life and actively participate in the local community. When asked what civic

engagement means to them, answers were often provided such as being active in the local community, participation in the elections, volunteering etc. (for more details, see Evaluation Grids). Most of the respondents admitted to having participated in initiatives such as flash mob, awareness campaigns on social networks, petition, square demonstrations, marches, sit-in, which shows that young people want to be active in social life.

Research shows that both young people (target group) and stakeholders consider civic engagement to be very important and that more initiatives and information are needed for young people to become more involved and to encourage their active participation in society. Most of the respondents are familiar with new technologies and believe that this is a very important element that will help young people in their civic engagement. New technologies are part of our daily life. We use phones and tablets on a daily basis, which are our source of information to learn and increase our knowledge on various topics. Through the use of new technologies, we get more information and can communicate with others to express our opinions, organize various social activities and create a local community. They believe that through technology we have more opportunities.

by Kaunas University of Technology

Respondents were asked to specify what is civic engagement for them. Among answers there was mentioned (1) a nice way to improve our lives; (2) participation in the voluntary activities; (3) activeness in the public life; (5) volunteers' participation and engagement and help to society in different actions.

Therefore, the respondents identified the activities they think should be delivered to increase the participation of young adult in

public life in general and more specifically, their civic engagement, i.e. (1) equal rights for young woman; (2) individual or group activity addressing public issues; (3) possibly to show the ways/examples that could engage to participate in the public life; (4) gamification could involve to the real situations of life.

Respondents mentioned the policies, practices, and interventions for promoting young civic engagement, social inclusion, and gender equality and how they should improve or change. Three respondents out of five mentioned gender equality actions and one mentioned action on non-ethical hunting.

There were mentioned some new technologies that can be used to discuss global issues, like social inclusion and gender equality, i.e. (1) serious game and gamification in VLE; (2) virtual reality engaging to the public life; (3) showing good practice cases of the real life; (4) online gaming for education.

We are developing an online game, called INGAME which will allow users to learn from simulated experience-enhancing critical reflection on social and political circumstances, build skills and stimulate interest for collective action. Respondents also mentioned that (1) it is important that the game won't be too complicated so that anyone with no experience can go through several levels, interactive, (2) friendly environment, (2) attractive, (3) possibly based on levels, (4) the game could be in VR technology, or interactive, based on levels, engaging, involving; (5) attractive, inclusive, engaging.

Continued in another newsletter...



<https://ingame.erasmus.site/>



<https://www.facebook.com/InGame-project>



https://www.instagram.com/ingame_project



<https://twitter.com/IngameProject>



PROJECT PARTNERS:

