EVENT DESCRIPTION SHEET

(To be filled in and uploaded as deliverable in the Portal Grant Management System, at the due date foreseen in the system.

⚠️ *Please provide one sheet per event (one event = one workpackage = one lump sum).)*

PROJECT	
Participant	2. Villa Decius Association (VDA)
PIC number	936490284
Project name and acronym	Women in Resistance. Reshaping the narratives on Female Antitotalitarian Resistance in Europe (WIRE)

EVENT DESCRIPTION	
Event number:	02.VDA
Event name:	**Solidarność : Kobiety w Opozycji**
Type:	**4-days long narrative game scriptwriting workshop**
In situ/online:	**in-situ**
Location:	**Villa Decius in Krakow**
Date(s):	**26 – 29 September 2023, 10.00 – 15.00**
Website(s) (if any):	**https://villa.org.pl/aktualnosci/wire-solidarnosc-kobiety-w-opozycji/** **https://villa.org.pl/aktualnosci/wez-udzial-w-warsztatach-pisania-scenariuszy-gier-narracyjnych/** **https://www.facebook.com/WillaDecjusza/posts/pfbid0W2ryzjRfPpDjiFM3pciasphMkuC9PAHXDjUAngtfx8yL9ZjVhwJYobpW6dPbY7ZXl** **https://www.facebook.com/WillaDecjusza/posts/pfbid035So2xcfA3SLMdGkYojXWgFyHxShB3dSKu9Jb39chgSJ1RTreJwg9FaVJEWFQA93kl**
Participants: 29	
Female:	**23**
Male:	**5**
Non-binary:	**1**
From country 1 [Spain]:	**0**
From country 2 [Greece]:	**0**
From country 3 [Italy]:	**0**

From country 3 [Poland]:	29		
Total number of participants:	29	From total number of countries:	1

Description

On September 26-29, 2023, a four-day workshop on writing scripts for educational narrative games took place at Villa Decius. The aim was to present an innovative tool for teaching history and to teach participants how to develop and use it. The inspiration for the creation of the scripts were the biographies of Polish women activists associated with Solidarity, developed by a group of students from the Institute of History of the Jagiellonian University permanently involved in the WIRE project.
The first round of the recruitment for the workshop started on June 16, 2023 and lasted until the August 22, 2023. Due to great number of interested people. VDA decided to extend the recruitment until September 5.

20 people were selected in the recruitment process. The remaining 10 participants were students who wrote biographies of activists. Participants in the workshops included people of all ages, both students and academic lecturers or otherwise professionally active. Some of them declared that they were interested in the workshops because of the gaming topic, some - because of the historical aspect. The workshops were led by experts from the Kraków Technology Park according to the following schedule:

Day 1:

1. game-based learning and gamification as activating methods of teaching: Kolb's learning
model, action learning, project-based learning; conducting game-based lessons – practical
side (lecture, presentation)
2. good and bad examples of gamification for education and educational games including
history digital and non-digital games (case studies)
3. types and genres of games; examples of games and game engines, for example for: board
games, card games, dice games, RPG, LARP, visual novels, simulators, etc. (case studies)
4. formation of the project team, homework to think about (exercises)

Day 2:

1. cultural contexts of games; the nature of violence in games: feeling guilty: when and why;
violence in war games; quest design; the basics of narrative design; game modes: solo - ina group, cooperation - competition; the taxonomy of players by R. Bartl (presentation,
lecture, exercises)
2. design of a didactic tool in the form of a game - basic steps (presentation, lecture, exercises)
3. Prototyping, MVP, iterations, agile project management, team roles, communication,
design of design hypotheses; innovation in games (presentation, lecture, exercises)
4. starting work on team projects (teams of max. 4-5 people) – workshop

Day 3:

1. working in teams on prototype projects; mentoring support; short motivational lectures;
feedback sessions – workshop

Day 4:
1. working in teams on prototype projects; completion of work, internal testing in a team,
preparation of game prototypes for publication under the Creative Commons license
2. project presentations (pitching); inter-team playing; feedback sessions (workshop)
3. Training summary; tips for further development of participants and projects (presentation)

The participants of the workshops formed 7 very diverse teams, in which they complemented each other's competences. Each team completed the workshop with a prototype of an educational game they created.

At the end of the workshops, the participants completed evaluation questionnaires, which are an important guide for the second edition of the workshops scheduled for March 2024. Interviews were also conducted with the workshop participants and one of the experts. The four best-designed game scenarios were presented in an online publication on the use of games as an educational tool.

HISTORY OF CHANGES		
VERSION	PUBLICATION DATE	CHANGE
1.0	05.04.2023	Initial version.