

## GAME ARENA AT VILLA DECIUS

**Date:** September 21, 2024, 16.00 – 19.00

**Place:** Villa Decius in Cracow

**Duration:** 3 h

**Total number of participants:** 51-75 people

### **Agenda:**

1) Expo zone with game prototypes of WIRE participants, other digital or board educational games (for example: IPN, 11bit studios, Bard etc.) (open to the public)

**Data to verify indicators:** photos, number of presented game prototypes

3) One-hour long inspirational micro-workshop on games as an educational tool in schools and cultural institutions (places for min. 15 people)

**Data to verify indicators:** photos, attendance list

4) Promotion and recruitment of participants (teachers, cultural sector workers, NGOs with an educational and cultural profile)

**Data to verify indicators:** photos, registration list

5) Consultation with a fundraising expert for participants (min. 15 people)

**Data to verify indicators:** photos, attendance list

6) 20-minute long inspirational presentation Where to get games, what they are, how can we use it? (min. 15 people)

**Data to verify indicators:** photos, attendance list, presentation file

7) Meeting with 3-4 guests who used to use gamification in their institutions – presentations of case studies, possibility of consultation (for example: via Games for Good, events with ngo.pl, National Museum in Krakow, Muzeum AK, an escape room, Genially) (min. 15 people)

**Data to verify indicators:** photos, attendance list, number of guests

8) Animator/moderator support for the entire duration of the workshops.

The main goal of the task is to propose an innovative way of teaching history and presenting cultural heritage using narrative games specially designed for this purpose.

We want to propose a modern teaching methodology based on a deep understanding of modern students and adapted to their needs. The event will be addressed primarily to teachers and educators working in cultural institutions, but also to all those who plan to link their professional careers with teaching. As part of Game Arena, we will present prototypes of games designed specifically for educational purposes by WIRE participants who developed them inspired by the biographies of women associated with Solidarity. In addition, during the event, we will create a space for the presentation of prototypes of educational games from various publishers and for sharing the experience of representatives of institutions that already have some experience with implementing this type of solutions into their activities. Within the Game Arena, we are planning several educational components on both historical and gaming themes. During an hour-long workshop and a short presentation, participants will gain information on where to look for games with educational potential and how to include them in their repertoire of work tools. There will also be an opportunity to consult with a fundraising expert.

The expected effects of the task are long-term, resulting in an enrichment of the repertoire of didactic tools used in the daily professional practice of the participants of Game Arena.

The aim of the Will Decius Association as the organiser of the event is above all to reach the widest possible group of students, teachers and educators from various educational and cultural institutions. During the event, participants will learn about the possible use of narrative games in education and the availability of such tools. The event is primarily intended to be a source of inspiration and useful knowledge for the future and a space for the exchange of experiences and networking of people with similar professional goals. Participants will also receive information on how they can seek further professional development paths.