

## EVENT DESCRIPTION SHEET

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

EVENT DESCRIPTION	
<b>Event number:</b>	<b>WP13 D13.2</b>
<b>Event name:</b>	<b>Write the Game - ARENA</b>
<b>Type:</b>	<b>Presentation with expo zones</b>
<b>In situ/online:</b>	<b>in-situ</b>
<b>Location:</b>	<b>Villa Decius, Kraków, Poland</b>
<b>Date(s):</b>	<b>21.10.2024, 14:00 – 17:00</b>
<b>Website(s) (if any):</b>	<a href="https://villa.org.pl/aktualnosci/game-arena-w-willi-decjusza/">https://villa.org.pl/aktualnosci/game-arena-w-willi-decjusza/</a> <a href="https://www.facebook.com/events/1913282912511860">https://www.facebook.com/events/1913282912511860</a> <a href="https://wireexhibition.com/narrative-games/">https://wireexhibition.com/narrative-games/</a>
<b>Participants</b>	
<b>Female:</b>	<b>32</b>
<b>Male:</b>	<b>22</b>
<b>Non-binary:</b>	
<b>From country 1 [Poland]:</b>	<b>54</b>
<b>From country 2 [Greece]:</b>	
<b>From country 3 [Italy]:</b>	
<b>...</b>	
<b>Total number of participants:</b>	<b>54</b>
<b>From total number of countries:</b>	<b>1</b>
<b>Description:</b>	

**Timetable:**

<b>1</b>	<b>14:00–15:00</b>	Inspirational Presentation – provided by Kraków Technology Park.
<b>2</b>	<b>15:00– 17:00</b>	Expo zone with educational games – presentations of case studies (ca. 10 games overall), the opportunity to consult with experts from Kraków Technology Park.
<b>3</b>	<b>15:00-17:00</b>	Expo zone with game prototypes developed by history students from Jagiellonian University.

The event aimed to introduce an innovative approach to teaching history and presenting cultural heritage through specially designed narrative games. It showcased a modern teaching methodology tailored to the needs of today's audience, focusing on engagement and accessibility. The primary target audience included teachers, educators in cultural institutions, and individuals interested in pursuing education as a career. Participants also included a diverse group of history and gaming enthusiasts, many of whom learned about the event through promotional efforts, as well as students in their final year of the History Bachelor's program at the Jagiellonian University.

The event was open to the public, with no pre-selection process. It was coordinated with a Jagiellonian University history course facilitated the participation of ca. 20 students specializing in pedagogy, while others joined thanks to targeted outreach.

The program began with a presentation discussing the use of games as teaching tools, particularly in historical education. This session explored the evolution of educational gaming and its practical applications in various settings. Following the presentation, a 15-minute Q&A session allowed participants to engage in discussions and clarify ideas.

The second part of the event featured an expo zone, where attendees could test educational games provided by Krakow Technological Park, including approximately ten different prototypes. Additionally, two student-designed games, developed during the Write the Game initiative under the WIRE project, were showcased.

Throughout the event, participants could interact with game designers, learn how to integrate these tools into their educational practices, and explore their broader potential. The long-term goal was to enrich the participants' didactic resources and inspire new methods of engaging with historical content. The Villa Decius Association, as the organizer, aimed to foster a space for professional networking, knowledge exchange, and inspiration, emphasizing the role of gamification in education.

Picture from *Akcja Protestacja* card game.



Cover page from *Rise of Dalia* game (digital game).



**HISTORY OF CHANGES**

VERSION	PUBLICATION DATE	CHANGE
1.0	30.11.2024	Initial version