



BIG

Building Inclusive
environments for
all Generations

IN THE SPOTLIGHT

Karin Stiehr (ISIS, Frankfurt), project partner and initiator of the BIG project: she tells how she got to the idea to make a proposal for the BIG Game and what her experiences are with the project thus far.



Javier Ganzarain and Willeke van Staalduinen (AFEdemy) are the coordinators of the BIG Game project. They shortly introduce the main aims of the BIG game and give their views on how it will look like.



ABOUT THE PROJECT

ABOUT

The project BIG educational game is a European Erasmus+ project that focuses on the social inclusion of people. In the project we develop a two-dimensional virtual game.

The player can meet and solve challenges of characters in the play, such as inaccessible housing for a wheelchair, loading goods in a car while taking care of a child or visiting a restaurant with a bad sight. We will also develop a workshop methodology to use the game in joint training settings.

OUTCOMES

- Educational online 2D game for individual players. The BIG game contains five characters with different kinds of impairments or other circumstances: a person with mobility problems, with dementia, pregnancy, social isolation and a person with a young child. The characters can be found in different situations on five different locations, which may be for example: apartment, supermarket with a restaurant in the same space, bus stop, playground in the park and health and social care centre. Each character faces some challenges. In order to assist the character in solving the challenges, the player has to fulfil tasks such as answering questions, playing a quiz or moving items. The character provides feedback to the player and awards him/her accordingly. The fun to play and the wish to solve levels to achieve an overall expert certificate will attract the player to continue and finalise the game.
- Workshop methodology and trainer manual. To increase the impact of the learning, the game can be played in workshops with guidance of trainers or coaches.

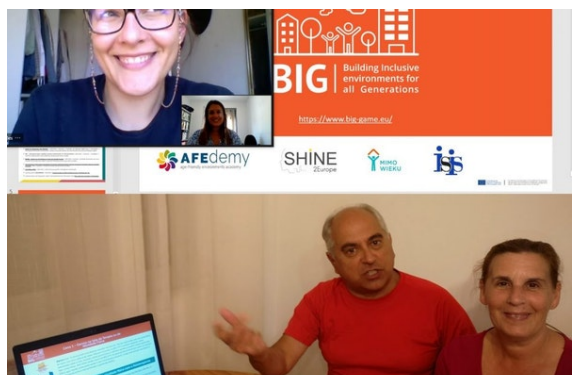


[READ THE PROJECT'S INFOSHEET](#)

WHAT WE DID SO FAR

BIG AIMS TO PROMOTE SOCIAL INCLUSION THROUGH A VIRTUAL GAME

SHINE 2Europe brought together architects, designers, a hospital administrator and several civil servants from different services, to validate the scenes of a virtual game with a main focus on social inclusion.



SECOND ONLINE WORKSHOP ON GAME DEVELOPMENT

On 10 June 2021, the second online workshop on game development took place in Germany, conducted by the German project partner ISIS. The aim of the workshop was to examine and discuss ideas for the scenes taking place a bus stop.



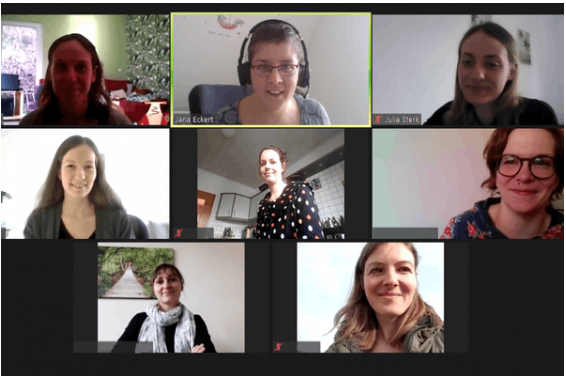
BIG PRESENTED IN THE INTERACTIONS SYMPOSIUM, PORTUGAL

SHINE 2Europe presented BIG to over 200 people at the Interactions Symposium in Portugal, discussing the challenges of ageing in the digital world.



FIRST ONLINE WORKSHOP ON GAME DEVELOPMENT

The first online workshop on game development took place on 19 February 2021, in Germany, conducted by the project partner ISIS. The aim of the workshop was to collect and evaluate ideas for possible BIG game content related to the game character “pregnant woman”.



USEFUL INPUTS TO DEVELOP THE BIG SCENARIOS

Mimo Wieku was assigned to elaborate scenarios for the BIG game in 5 locations involving a father with a small child. In March 2021 a workshop took place. The workshop’s goal was to discuss the challenges particularly fathers are facing when taking care of small children. Mimo Wieku has invited individuals matching the characters profile: males who currently or recently have been taking care of a child aged 2-5 years.



WORKSHOP ROUNDS IN THE NETHERLANDS TO REVIEW SCENES IN THE BIG GAME

At the Hague University of Applied Sciences a workshop was organized to evaluate and validate two of the scenes for the BIG Game. Here people with different backgrounds, varying from nurses, social workers, teachers and students, discussed the scenes that were created for the different characters at two locations in the game: the park and the supermarket.



STUDENTS INVOLVED IN GAINING INSIGHT IN EXPERIENCES OF PEOPLE WITH DEMENTIA AND OLDER PEOPLE WITH PHYSICAL IMPAIRMENTS

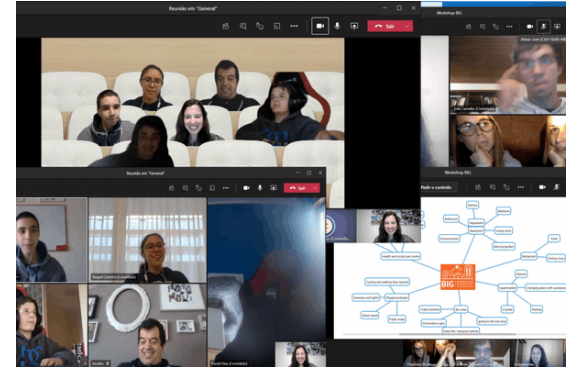
Students of different backgrounds from the Hague University of Applied Sciences helped to collect experiences from people with dementia. Backgrounds included nursing students and students with a technical background. Interviews were held with people with dementia together with their informal caregivers. Students noticed how informal caregivers can feel an emotional burden, and how people with dementia could experience the difficulties of people talking about them without them.



WORKSHOPS WITH TEENAGERS

SHINE 2Europe held two workshops with teenagers to better understand their needs, in the scope of the BIG Game – Building Inclusive Environments for All Generations.

Being in confinement, what they really miss is having a place to be with their friends!



WHEN DID WE MEET

BIG KICK-OFF MEETING

The BIG project’s kick-off meeting took place online on the 3rd of December 2020 with the participation of all project partners.



WHO WE ARE



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