



BIG | Building Inclusive environments for all Generations

Welcome to the workshop – A look behind the scenes



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Background



BIG - Building inclusive environments for all generations:

- Erasmus+ project (2020 – 2022)
- Developed by partners in the Netherlands, Portugal, Poland and Germany
- Coordinated by AFEdeemy (NL)





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Objectives

BIG wants to contribute to developing inclusive environments for all generations by offering a playful learning experience through an Open Educational Resource.

The BIG game is for (but not just):

- Professionals in municipalities and welfare organisations committed to urban development and social inclusion;
- Volunteers in social associations, initiatives and Older People's Councils acting in the interests of persons in need of healthy, smart and age-friendly environments;
- Students, informal carers and people in need of suitable environments themselves.





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Results

Educational online 2D game for individual players



The task is to shape locations to make them suitable for all generations:

- Apartment
- Supermarket with restaurant
- Bus stop
- Park with a playground
- Health and social care centre

You get feedback from the characters in the game





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BIG game

- Can be used as both an educational and recreational game
- You can choose one of the locations and earn BIG coins in mini-games
- At each location you can choose between interesting characters:



Peter, 15, mild
hearing problems



Anna, 32,
pregnant



Waldemar, 36,
single father
with a child



Ewa, 78, living
with dementia



Dennis, 71, has
mobility
problems

Meet the challenge to create
age-friendly environments!



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Thanks for your attention!



Have a great time playing the game!

<https://www.big-game.eu/>