

NEWSLETTER #3 | JANUARY 2023



BIG

Building Inclusive
environments for
all Generations



Welcome to the third and final newsletter of the Building Inclusive Environments for all Generations – BIG Educational game – project. The journey started in November 2020 and we are proud to present the results we achieved: the BIG-game and BIG Workshop Methodology and Trainer Manual. [\[Link\]](#) We will use BIG at the universities in our classes and include BIG in other projects, such as NET4Age-Friendly, CITY&CO and SIRENE.

FOR FREE

The BIG-game is free to play anytime and can also be included in your own training or educational offer. BIG is freely accessible and usable. Please refer to the project and the European Union.

If you want to offer the BIG-game in another language, please contact us. We can offer this service against low costs.

DELIVERABLES



To become sensitive to daily issues for people with impairments, pregnant women or adolescents with social issues, we developed the **BIG-game**. In the game you will meet the mayor of BIG CITY. She invites you to support her and the citizens to become happy. The game is available in English, Dutch, German, Polish and Portuguese language. After playing you can request a progress report. [\[Link\]](#)



The BIG-game can be played by individual players, but it is also suitable for (multiple) workshops provided by trainers. To facilitate trainers we provide several tools, such as the **Workshop methodology and trainer manual**, Compendium of measures, and certificate templates. [\[Link\]](#)



BIG Workshop methodology and trainer manual provides facilitators with suggestions on how to design their workshops according to the specific learning needs of their participants. It also provides learning goals per game character to jointly discover the ins and outs of BIG CITY. [\[Link\]](#)



BIG Compendium of measures provides an illustrative overview of how to build inclusive environments for all generations. It presents a collection of good practices from different countries. The Compendium can be used as extra learning material in the workshop or as reference work for the game. [\[Link\]](#)

SHARING AND PROMOTION



The International Conference and BIG's Multiplier Event were huge successes! SHINE, AFEdemy and the Nursing School of Coimbra organised the conference on November 8th and 9th. BIG was presented by Willeke van Staaldunin. In the afternoon the international Multiplier Event took place with many participants. [\[Link\]](#)



National multiplier events took place on several locations in the partner countries. Participants found the game interesting to play and recognized/felt the daily challenges people deal with.
In The Netherlands: Vledder [link](#), The Hague [link](#)
In Poland: [link](#)

PARTNERSHIP



The last Transnational Project Meeting of BIG's project was hosted by SHINE 2Europe in Coimbra, on November 10th. Members of all the partners organisations were present and the main aim of this meeting was to settle the last steps of the project. Topics like the elaboration of the final report, and dissemination and communication were addressed. [\[Link\]](#)

PARTNERS IN THE SPOTLIGHT



SHINE 2Europe from Portugal joined the BIG partnership because BIG is a perfect fit for SHINE's main aim and vision: to promote inclusive communities for all people. Read more: [link](#).



BIG offered Foundation Mimo Wiekui, led by Agnieszka Ciesla, Poland, a brilliant opportunity to combine processes of ageing and providing solutions toward growing social indifference and isolation. Read more: [link](#).

CONTACT

To translate BIG in other languages or to build further upon it and any other comments or questions, please find [here](#) our contact details.

AfEdemy, SHINE 2Europe, ISIS GmbH, MimoWiekui