

LOCATION-BASED GAMES AS A CONTEMPORARY, ORIGINAL, AND INNOVATIVE METHOD OF SENIORS' TEACHING AND LEARNING

Project Number

2017-1-PL01-KA204-038869



THE MAIN OBJECTIVE OF THE PROJECT

Is the development of a educational location-based game model, dedicated to seniors; as well as providing new knowledge that will inform educators working with elderly and the opportunity to use this model in the training of people in their late adulthood.

The project is expecting to:

- Provide more attractive programmes for elderly people in line with their needs and expectations
- Improve qualifications of teaching and training staff
- Obtain more effective activities for the benefit of local communities

INITIAL PHASE - 2013

In November the team of researchers from Poland conducted a pilot study project LoGaSET. The results showed that the innovative method of teaching (location-based game) increased significantly the:

- Effectiveness of learning of the participants
- Pace of assimilation of the knowledge of the participants
- Level of self-reliability of the participants

The present project aims at determining whether location-based game is an effective method in education of seniors. This time with more classes/games on different topics related to ICT and with larger number of participants from four countries (Poland, Lithuania, Slovakia and the UK).



The Project partners had the opportunity to discuss in detail the development of Intellectual Outputs and the project's assumptions, agree on communication and quality standards, as well as to design the action plan for the coming months.

The **kick-off meeting** of the project "LoGaSET - Location-based games as a contemporary, original, and innovative method of seniors' teaching and learning" was **hosted by Fundacja Pro Scientia Publica in Wroclaw (Poland) from 4th to 5th December 2017.**



Pilot phase: Training for 24 participants in April 2018

Main phase: Training for 48 participants in October 2018

TARGET GROUP:

- Age 60+
- Participants included in the location-based games need to be in a good health condition, able to walk up to 1.5 km
- Participants will need to consult with doctor - general practitioner and to sign the statement about their health condition
- All participants need to possess smartphone or iPhone with internet access
- Participant should have basic knowledge of smartphone or iPhone

TOPICS COVERED BY TRAINING:

- How to get different applications using Google Play or Apps Store
- How to communicate for free via application like WhatsApp
- How to make pictures and videos, and share them with others via WhatsApp
- How to use QR codes to find more information about some product or service
- How to translate information from foreign language to mother tongue using Google Translator application
- How to find exact details about destinations, public transport schedule and routes via Navigation and Google Maps applications



"The promotion of the use of the global network by senior citizens can contribute to the realisation of universal values embedded in the fundamental rights of the European Union – dignity, freedom, equality, solidarity, civic rights and justice".

Ewa Frackiewicz (2007), "The influence of the Internet on the activity of senior citizens from the point of view of the i2010 strategy for the building of the information society", European University Institute in Florence

Location-based games as a contemporary, original, and innovative method of seniors' teaching and learning is an Erasmus+ KA2 Strategic Partnership project for adult education, led by:



PROSCIENTIAPUBLICA

Fundacja Pro Scientia Publica

Ul. Redycka 37, 51-169 Wrocław, Poland
proscientiapublica@gmail.com

And featuring partner organisations:



MYKOLAS ROMERIS
UNIVERSITY

**Mykolas Romeris
University**

Ateities st. 20, LT-08303
Vilnius, Lithuania.
irene@mruni.eu

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Fakulta masmediálnej komunikácie
Faculty of Mass Media Communication

**University of Ss. Cyril
And Methodius in
Trnava**

J. Herdu 2, 91701 Trnava,
Slovakia
michal.kabat@gmail.com



Kairos Europe Ltd

20 Brixton Road, London
SW9 6BU
tijana@kairoseurope.co.uk

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