

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

Project Number

2017-1-PL01-KA204-038869



The first stage of the project was piloting of the location-based games. The UK partner Kairos Europe organised the trial with partners as a preparation for the piloting, while Polish, Lithuanian and Slovakian partners organised the training with seniors

The second meeting of the LoGaSET project was hosted by Kairos Europe in London. The project partners met in London to do the trial of the developed location-based games. The participants were future trainers, and the main aims were to put trainers into the position of learners and discover possible weaknesses. The experience was fun, but also brought a lot of useful comments that were used for the improvement of the games before the pilot implementation with elderly.

Place: London, UK

Trainers and observers: Ewa Jurczyk, Paola Barone and Tijana Milenkovic Jankovic and Lucía Olaizola Garmendia

Period of the implementation: 22 – 23 March 2018

The number of participants: 5 (4 female and 1 male)

Special thanks to Mercato Metropolitano that allowed us to implement some games in an inspirational space and enjoy their food.
<http://www.mercatometropolitano.co.uk>



Town: Wroclaw, Poland

Trainers and observers: Sylwia Bokuniewicz, Agata Chmielarz, Aleksandra Szczypińska, Łukasz Montygierd-Łoyba, Katarzyna Kaczmar, Katarzyna Łobaz, Dagna Bodukiewicz, Mateusz Studniarek, Justyna Szewczyk, Jacek Gulanowski, Katarzyna Żyłka, Piotr Kwiatkowski, Magdalena Jaworska, Ewa Musiał, Joanna Malinowska and Olga Niemasz

Period of the implementation: 9 – 20 April 2018

The number of participants: 14 (8 female and 6 male)
age from 63 to 79

Special thanks to:

– Cinema Nowe Horyzonty (<http://www.kinonh.pl/>)

– Bar Barbara

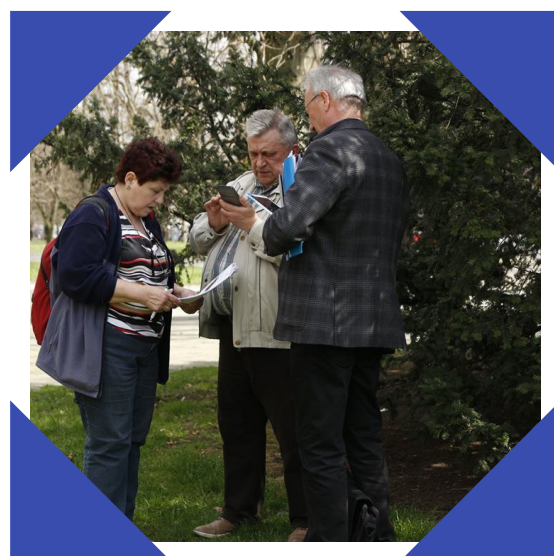
(<https://strefakultury.pl/places/barbara/>)

– Bistro Naroznik

(<https://www.facebook.com/bistronaroznik/>)

It works!

LoGaSET team from **Poland** was the first one to try the games with elderly. The feedback was extremely positive, and participants were surprised with the skills they have gained, but also how the element of competition helped them to be fully engaged in learning. They also stressed that they were motivated to think, but also to move.



The remarks from the focus group: “... Fourteen days ago, I did not use my smartphone at all. In 14 days, through this course, I learned all that I know.”

During the focus group, one of the participants also confessed: “... you added to these games just one element that has changed everything – competition! The endorphin supported us to achieve the goal, and it was fun.”

Place: Vilnius, Lithuania

Trainers and observers: Agata Katkonienė, Irena Žemaitaitė, Asta Januškevičiūtė, Monika Samulionytė and Valdonė Indrašienė

Period of the implementation: 9 – 30 April 2018

The number of participants:

- Location-based group: 12 (3 males and 9 females) age from 65 to 77
- Class method group: 15 (3 males and 12 females) age from 64 to 78



The training in **Lithuania** was successful, too. Everyone was satisfied with gained and developed competencies. Communication among participants, trainers and observers was something that all participants pointed out as the most important.



Comments of the participants were enthusiastic:

- “Girls, can we use the same navigation in Chicago?”
- “Yes” – “Show me!”
- “Oh dear, I will be able to surprise my kids”!

Some comments were witty, too:

- “Why did you decide to participate in the project?”
- “To run one step ahead of Alzheimer's”.

Partners from **Slovakia** reported that experiment was fun to do and rich in interesting situations for both seniors and lecturers. Seniors at first denied that learning through play can be effective, but in the end, they proved the opposite.

Place: Trnava, Slovakia

Trainers and observers: Mgr. Miroslav Kapec, Mgr. Nikola Kaňuková, Michal Kabát, PhD. and Mgr. Magdaléna Švecová

Period of the implementation: 28 – 31 May 2018

The number of participants: 12 (2 male and 10 female) aged from 63 to 78

Special thanks to cultural centre malý Berlín and Nádvorie for their kind help and providing spaces.

<http://www.malyberlin.sk/>

<http://nadvorie.com/>



One participant from Slovakia had a hard time playing the games as he used to be a policeman and many people recognised him. He had a feeling that those people must have taught he went "crazy" as he was wandering and looking for clues.



The other participant said following:
I have had a smartphone for two years, but I was using it as a classic phone, only for phone calls and SMS. I've been avoiding other apps, I did not understand them, and I was afraid to make something wrong. Thanks to the training I expanded this missing knowledge.

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:



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