



NEWSLETTER N°2, June 2021

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ABOUT THE RESEARCH

by project coordinator

The report is developed in the frame of the INGAME project (Gaming for Social Inclusion and Civic Participation - A holistic approach for a cultural shift in education and policy) funded by the EU. It represents one of the deliverables of Work Package 2 (Mapping the INGAME Ecosystem of Needs, Practices Target Groups, Stakeholders and Mode of Work).

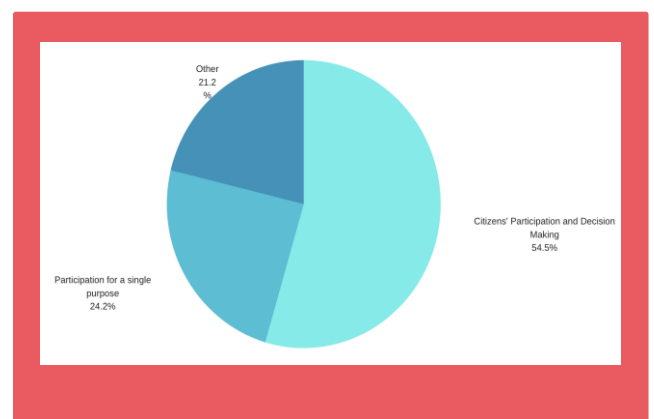
The research conducted for WP2 aims to identify existing good practices and, where possible, to reinforce them. This piece of research also aims towards identifying gaps and issues in existing practices - in particular, the challenge of involving young people (18-35) in issues of civic participation, social inclusion and gender equality.

CONTRIBUTION OF PARTNERS

by CSI CYPRUS

Based on the collective answers of the research question 5, 54.5% of the participants define civic engagement as the procedure of being informed on the development of actions at the local, European and global level and having the state right of free expression of views and active participation of the citizens in the

democratic decision-making and problem-solving in society in the political social and economic developments of the country they live for the common good: More specifically, according to the young participants, civic engagement is the participation in (a) cultural organizations; (b) associations; (c) general voting; (d) parades; (e) charities; (f) the state elections of their state (g) protesting; (h) general events), (i) demonstrations, (j) local municipality-community (k) public opinion polls. 24.4% of the participants answered that civic engagement is the participation of citizens for a single purpose, either a general one, such as the “common good”, “for one purpose”, “decisions for the country”, and “community growth”; or, a more specific one, such as “participation in elections” and involvement in politics. The third category of answers represents the 21.2% of the participants, with responses, such as (a) civics playing games; (b) no explanation, repeating “Many times” and (c) active citizenship without further explanation.



by Danmar Computers

The research conducted under the INGAME project shows that most of the respondents are involved in social life and actively participate in the local community. When asked what civic engagement means to them, the answers provided were often about being active in the local community, participation in the elections, volunteering etc. (for more details, see Evaluation Grids). Most of the respondents admitted to having participated in initiatives such as a flash mob, awareness campaigns on social networks, petition, square demonstrations, marches, sit-in, which shows that young people want to be active in social life.

Research shows that both young people (target group) and stakeholders consider civic engagement to be very important and that more initiatives and information are needed for young people to become more involved and to encourage their active participation in society. Most of the respondents are familiar with new technologies and believe that this is a very important element that will help young people in their civic engagement. New technologies are part of our daily life. We use phones and tablets on a daily basis, which are our source of information to learn and increase our knowledge on various topics. Through the use of new technologies, we get more information and can communicate with others to express our opinions, organize various social activities and create a local community. Our respondents confirmed that more opportunities for engagement and information arise through technology.

by Kaunas University of Technology

Respondents were asked to specify what civic engagement means to them. Among their answers the following were mentioned: (1) a

nice way to improve our lives; (2) participation in the voluntary activities; (3) activeness in public life; (5) volunteers' participation and engagement and help to society in different actions.

The respondents thus identified the activities they think should be delivered to increase the participation of young adults in public life in general and, more specifically, their civic engagement, i.e. (1) (activities that promote a deeper understanding of?) equal rights for young women; (2) individual or group activity addressing public issues; (3) possibly to show the ways/examples that could encourage young adults to participate in public life; (4) gamification that replicates real-life situations.

Respondents mentioned policies, practices, and interventions for promoting young civic engagement, social inclusion, and gender equality, and how they can improve or change. Three respondents out of five mentioned gender equality actions.

Respondents made reference to some new technologies that can be used to discuss global issues, like social inclusion and gender equality, i.e. (1) serious game and gamification in VLE; (2) virtual reality engaging to the public life; (3) showing cases of good practice in real life; (4) online gaming for education.

This is all part of the development of an online game called INGAME, which will allow users to learn from simulated experience, enhance critical reflection on social and political circumstances, civic skills acquisition and stimulate interest for collective action. Respondents also mentioned that (1) it is important that the game is simple enough to allow anyone with no experience to go through several levels, (2) interactive, (3) with a gamer-friendly environment, (4) attractive, (5) possibly based on levels, (6) potentially employing VR technology, and (7) inclusive and engaging.



Continued in another newsletter...

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