



## **OPEN CALL FOR PROFESSIONALS, TEACHERS, STUDENTS**

**to join the GO! CREATIVE RESIDENCY of the GAME ON project  
“Introducing innovative patterns in children’s cultural education through  
gamification”**

**Cesena (Italy) – 25 June / 1 July 2023**

### **WHAT IS THE GAMEON project?**

Game On! is a European cooperation project financed under the Creative Europe programme. It brings together 4 partners from 4 EU countries with the aim of bringing gamification in cultural processes, with a specific focus on developing new digital educational products dedicated to childhood.

### **A NEW MODEL FOR CHILDREN’S EDUCATION**

Game On! intends to act as a forerunner in the dissemination of a new model for children’s education in humanities, arts and culture based on greater contamination between digital products and ‘traditional’ educational programmes.

### **BRINGING TECHNOLOGY ON!**

By developing innovative digital products for children’s education, Game On!

aims to:

- a) stimulate actors from the cultural and creative sector to pursue greater efficiency and competitiveness in the digital production of cultural goods and services;
- b) contribute to accelerating the digital transition in cultural education within and beyond educational institutions.

### **ENGAGING KIDS**

Game On! is shaped around the final aim to facilitate children's access to cultural education by using digital tools and game-derived patterns that are most familiar to young digital natives.

### **Partners of the project are:**

**Romagna Tech**, a private research and innovation center, working in the field of digital innovation applied to several sectors, including the Culture and Creative Industry. Romagna Tech manages two business incubators and a living lab aimed at developing digital culture and skills for the benefit of local communities;

**ACCAC Finland**, has implemented accessibility improvement projects, festivals, seminars, artists' visiting programs and accessibility training and mentoring since 2011 in Finland and internationally, promoting equality and inclusion. They have participated in numerous Erasmus+ and Creative Europe programs, where new creative tools are developed for European cooperation, community building and radical inclusion. They are also a partner of the New European Bauhaus initiative. The ACCAC Global community includes 14 operators in Europe, Asia and Africa, and the network is growing rapidly. ACCAC sees art and culture as a major force in changing people's attitudes and promoting inclusion in our society;

**Education Agility**: the experience of this partner is in the Training Program development covering different innovative methodologies applied to education, such as Lego® Serious Play®, Design Thinking, Liberating Structures, Business Agility, Business Model Canvas, Gamification, Responsive web, and AI. It has expertise in MOOC design;

**Politistiko Parko** is a non-profit organization specializing in the organization and implementation of experimental programs for schools and teenagers. It disposes of a thematic park of 25.000 square meters which hosts school and family visits and organizes different cultural programs in its space including various theatrical performances, Museum of GreekFolklore, Vineyards and Rare Wine Making Units, Olive Groves and Traditional Olive Oil Extraction Units,

Botanical Gardens and a multitude of exhibits highlighting Grain and Bread Production.

## **WHAT IS THE GO! CREATIVE RESIDENCY FOR?**

The Creative residency is a way to get professionals, teachers and students together to support the creation of a toolkit to reach the objective of the GAME ON project!

One week in Italy where you will be in contact with other people who share your same interests on children's cultural education, gaming, digital technologies, arts and culture.

Within a wonderful location, Casa Bufalini, you will be at the center of a creative process to design a digital tool on arts and culture gaming for children.

The Residence aims to design using the creative process of design thinking, ideation, prototyping, testing and iteration a series of game activities for children aged 6 to 11.

Participants will work in teams with "creators and end users" of different nationalities, conforming to a pool of other profiles and backgrounds. The Agile framework will be implemented to facilitate the activities. It is a very dynamic hands-on event to create content for a GAME ON platform.

The toolkit will be based on three main topics: Literature – Visual Arts – Historical monuments and Landscapes. It will contain a training and informative session and a pilot gaming experience.

## **WHO WE ARE LOOKING FOR?**

**We are looking for creative innovators with expertise in the following fields:**

- \* Literature education;
- \* Visual arts;
- \* Graphic design;
- \* Gamification in education;
- \* Accessibility;
- \* Coding on educational games;
- \* Cultural heritage and environmental heritage.

### **Requirements:**

- \* No age limits, but over-18.
- \* English-speaking.

**Maximum number of participants: 18, according to the distribution as**

**follows:**

- \* 4 from Greece;
- \* 4 from The Netherlands;
- \* 4 from Finland;
- \* 6 from Italy.

**HOW CAN YOU APPLY?**

Please express your interest via email to:

- \* candidates from Greece: info@politistikoparko.com
- \* candidates for Finland: finland@accac.global
- \* candidates from Netherlands: eduagility@gmail.com
- \* candidates from Italy: patrizia.bernardelli@romagnatech.eu

You need to include your CV in English and a cover letter of maximum 2.500 characters in English stating why you want to participate in the GO! Creative residency and what you expect to gain from it.

**Please be sure to apply by 20/03/2023**

.

For further details and/or questions, you can email us to the email address above.

**SELECTION PROCEDURES**

The Project Steering Committee will evaluate the received applications on the basis of:

- \* CV;
- \* the composition of the group of participants that must cover the necessary range of expertise

**WHAT ABOUT THE COSTS?**

For participants from Greece, Finland and Netherlands, costs related to travel (flight and local transports), accommodation and subsistence (breakfast, lunch and dinner, pocket money) will be covered by the GAMEON! project.

For participants from Italy, the project will cover lunch for the days of the Creative residency.

Selected participants will have to sign an agreement with the local partner detailing administrative issues and engagement rules.

Looking forward to many proposals,

ACCAC Finland team

©2024 ACCAC Finland | Finland

[Web Version](#)

[Preferences](#)

[Forward](#)

[Unsubscribe](#)

Powered by [Mad Mimi®](#)  
A GoDaddy® company