



SLOVENIA

#1 BLEND-IN PROJECT

ERASMUS+ project in cooperation with 4 partners. The purpose was to establish a platform that enables playing a simulation game on the topic of intercultural dialogue & communication.

#2 THE INTERNATIONAL FESTIVAL YEAR PLAY WITH ME

The purpose is to enable active inclusion, social interaction in the central social event & to promote active participation amongst children and youngsters with special needs and their peers with typical development.

#3 YOUTH TRANSITION

Is a project intended to provide professional assistance to young people with special needs in facilitating the transition to further education or the labour market.

#4 HEROES DRIVE IN PAJAMAS

Disabled people, injured in traffic accidents, drive young people home safely and free of charge in places outside major cities where there are no taxis or organized public transport.

GREECE

#1 BEYOND BORDERS

The project aims to the inclusion of people with disabilities on a 15 days summer camp programme, by providing participants with creative & fun activities accommodated to their needs.

#2 EN DYNAMEI ENSEMBLE

This theatric ensemble achieves the integration of people with disabilities through arts, by putting up plays that include performers with various forms of disability.

#3 COLOURFUL MELODY

Colourful melody aims to equip youth workers with the relevant skills that will help them include people with disabilities using music and video.

#4 LEGO TEAM

Lego Team tells the story of how people with both mental and physical disabilities formed a robot lego team and participated in the national competition.

ITALY

#1 SWING

The project aimed to support hearing-impaired people by developing an application containing a dictionary with technical terms of different professions, making it easier to communicate in a work environment.

#2 INCLUSION BRIDGES

Inclusion Bridges is a great way to combine education with entertainment, and at the same time raising awareness and contributing to social inclusion of people facing social challenges.

#3 SOUNDSCAPE

The Soundscape methodology aims to contribute to discovering natural spaces by registering sounds and vibrations present in nature and creating a soundtrack with the results.

#4 BELIEVE IN EUROPE

The goal of the project is to bring closer the European Institutions and values to the youth by creating an online escape room with questions regarding the history and the EU Institutions.

SPAIN

#1 CROMOS DELS BARRIS

Neighbourhood-based game, which aims to get to know the local historical places with a 16 card collection game, with historical facts and questions.

#2 FACTOR 5

Game with the goal of creating an entertaining and enjoyable process to find real and useful solutions for projects, creating them more sustainable and more inclusive.

#3 PEACEBAG FOR EUROMED YOUTH

A toolkit directed to peacebuilders and trainers to work conflict management, peace education and human rights that can be adapted to different needs.

#4 PICTOGRAMS ON THE STREET

Use of pictogramas and visual language to support the identification of spaces and areas.



Visit our website for more details



SHORT SUMMARY

In this maplet you will find short descriptions of 16 good practices on the topic of gamification and social inclusion, collected by the partners of Spread the Game. Make sure to scan the QR code and visit the website for a more in-depth reading!

