

Gamification Applications For Autism



KICK OFF MEETING

Project reference: 2023-1-IT02-KA210-ADU-000151250

Duration: 01/10/2023 - 31/03/2025



Co-funded by
the European Union



DIVERSAARTE
Cooperativa Sociale Integrata

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How do you feel today?

① Start presenting to display the poll results on this slide.

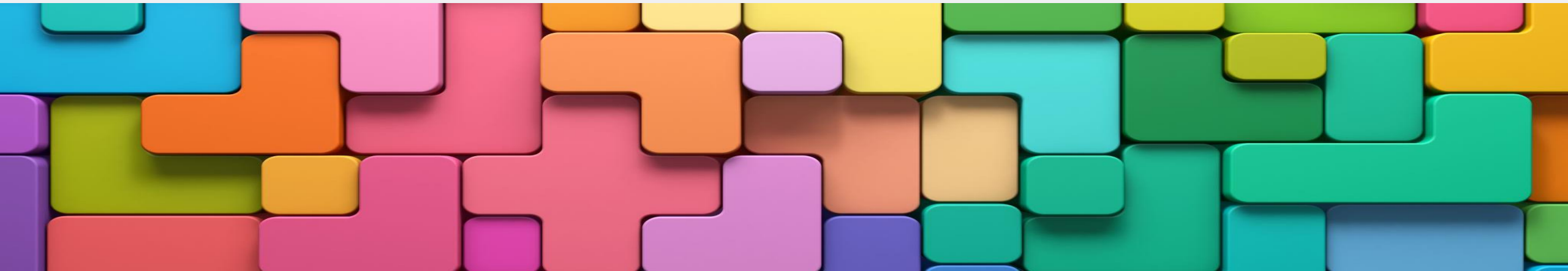
- About the project
- Partners presentations
- Details of the international activity
- Defining activity dates
- Choice of project logo
- Sharing good sustainability practices
- Task to be developed pre-international activity
- Q&A



AGENDA

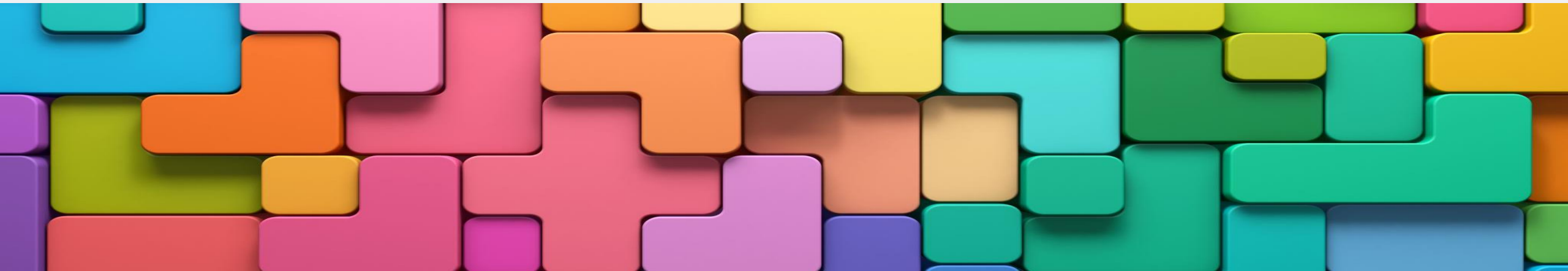
THE PROJECT

The project aims to improve the learning outcomes of adults with autism through digital gamification, a cognitive training technique that focuses on applying mechanisms related to video games to enhance results in educational pathways. Autism is a lifelong disability that manifests in early childhood and leads to cognitive difficulties in individuals. According to scientific studies, innovative applications such as digital gamification prove to be particularly useful in enhancing the learning processes of this target group.



SPECIFIC OBJECTIVES

- ❖ Increase trainers' knowledge regarding the characteristics and peculiarities of different forms of autism in adults.
- ❖ Enhance trainers' skills in using tools based on digital gamification in educational pathways for adults with autism.



COOPERATIVA DIVERSA ARTE



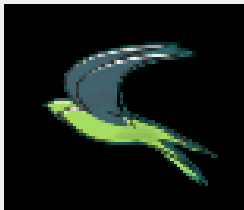
PARTNERSHIP



The University of Novi Pazar, through its research activities, seeks to introduce methods more and more innovative and inclusive training methods that make education accessible to all, including students with disabilities or autism.



Balkan Bridge works for the achievement of European values such as social inclusion and equal opportunities for all, as well as to achieve excellence in education and training through the design and practical implementation of innovative training materials and resources.



The Lastovica association offers a variety of activities, including: creative workshops (ethno, art and music), computer training, occupational therapy sessions individual and group sessions for children and young people with special needs.

INTERNATIONAL ACTIVITIES

I - Serbia

19/20/21 of April
2024

Connected to 1st
ob.s.

+ 70% knowledge
+ 8 video tutorial

II - Bulgaria

To be defined
(September)

Connected to 2nd
ob.s.

+ 70% knowledge
+ 8 video tutorial

CLOSING
MEETING
(ROME)

PROJECT LOGO



A

B


C

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Which one do you prefer?


① Start presenting to display the poll results on this slide.



Best Practices for Sustainability

Encourage the use of eco-friendly accommodation options, such as hostels or hotels that have implemented sustainable practices. For this, partners will seek alliances with sustainable service providers that promote sustainable practices in their operations and supply chain.

When purchasing materials or services for your project, choose environmentally friendly and sustainable options, products with reduced packaging and/or recyclable. This includes implementing recycling programmes for paper, cardboard, plastic and other materials in the office through the three Rs: Reduce, Reuse, Recycle.



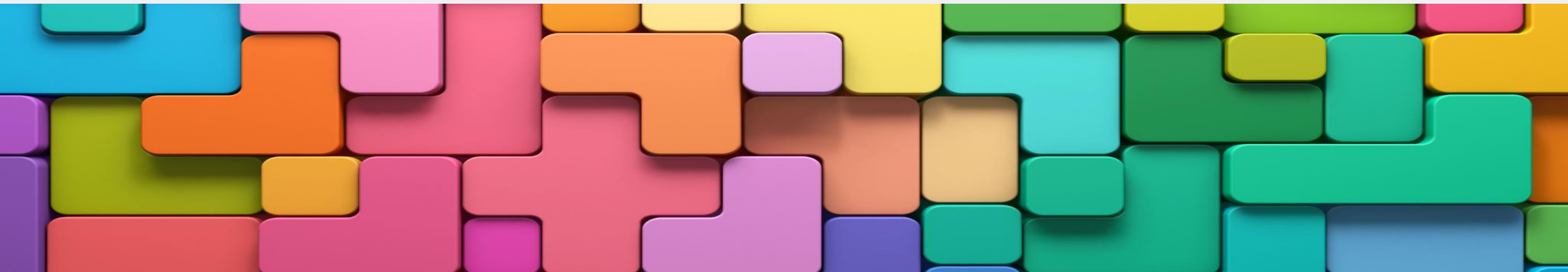
BEST PRACTICES FOR PARTNERSHIPS

Well-Defined Contracts and Agreements: Draft clear and detailed contracts and agreements outlining expectations, contributions, and commitments of each partner. These documents should be agreed upon and signed by all involved parties. A clear contractual framework provides a solid foundation for the partnership, helps prevent misunderstandings, and provides a mechanism for dispute resolution if needed.

Clear Communication and Information Sharing: Provide a detailed communication plan within the partnership. Clearly define communication channels, responsibilities, and timelines. Ensure that all relevant information is shared in a timely and transparent manner among partners to avoid misunderstandings and ensure everyone is aligned with common goals.

What do we have to do before the international activity?

- ❑ Communicate the project.
- ❑ The coordinator will send you, as soon as possible, a report of the kick-off meeting, the photo, the collection of good practices. In addition, we will send you our FB and Instagram contacts.
- ❑ Publish it on your websites and social media.
Hashtags you can use: #europeanfound#Erasmus+#Europeanproject
TAG: contacts we will send you
- ❑ Select participants in line with the project target, preferably the same for all project meetings, and administer questionnaires to measure the improvement of skills based on the selected indicators.





INFO AND CONTACTS

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thanks

