

GI.A.F.A. Project Report - Gamification Applications For Autism

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

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

On December 14th, the kick-off meeting for the "Gamification Applications For Autism" (GI.A.F.A.) project took place, aiming to enhance the learning outcomes of adults with autism through digital gamification—a cognitive training technique applying mechanisms inspired by video games to boost results in educational pathways.

Project Consortium:

Cooperativa Diversa Arte (Italy - Lead Partner)

The University of Novi Pazar (Serbia)

Balkan Bridge (Bulgaria)

Lastovica Association (North Macedonia)

During the meeting, several key points were addressed:

Partner Presentations:

Each partner introduced their organization, roles, and competencies within the project.

International Activities:

Details on international activities, including content sharing, dates, and logistical aspects, were discussed to ensure effective collaboration among the partners.

Project Logo Selection:

A dedicated session focused on choosing the project logo, reflecting the identity and objectives of GI.A.F.A.

Sharing Sustainable Practices:

Partners shared sustainable practices and project approaches that will be implemented within the partnership.

Definition of Pre-International Activity in Serbia:

Tasks to be developed before the international activity in Serbia were outlined, ensuring a clear and coordinated plan.

Q&A Session:

A dedicated question-and-answer session provided the opportunity to clarify doubts and ensure a common understanding of the project.

The next step involves the development of initial activities in preparation for the international activity in Serbia. The team is enthusiastic about collaborating to achieve the goals of GI.A.F.A. and improve educational opportunities for adults with autism.

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The "Gamification Applications For Autism" (G.I.A.F.A.) project is a European initiative enthusiastically funded by the European Commission, with the aim of revolutionizing the educational experience for adults with autism through the implementation of digital gamification. The project, commencing on October 1, 2023, promises to be an innovative and meaningful journey, made possible through the joint commitment of four involved partners: Cooperativa Diversa Arte (Italy), The University of Novi Pazar (Serbia), Balkan Bridge (Bulgaria), and Lastovica Association (North Macedonia).

The kick-off meeting, held on December 14, marked the starting point of this adventure. During the partner presentation session, we witnessed the dedication and passion each partner brings to this project. The diversity of skills and perspectives is our strength, and together, we form a unified front dedicated to one goal: improving the lives of adults with autism through education and technology.

Beyond project formalities, the logo selection was an exciting moment. The chosen symbol reflects our shared vision of inclusion, learning, and growth. It's more than an image; it's our tangible commitment to a better future for those facing unique challenges.

Sharing sustainable practices has forged an even stronger bond among partners. Each brought valuable experiences and ideas, and the atmosphere was filled with positive and collaborative energy.

The Q&A session demonstrated that, beyond formal details, there is a genuine desire for mutual understanding and to do more than what is required by the project. There are questions that go beyond assigned tasks; they are inquiries seeking human connections and deeper meaning in our collective effort.

Now, with our declared commitment and details planned for international activities in Serbia, the G.I.A.F.A. project is officially underway. This is more than a funded collaboration; it's an opportunity to make a difference in the lives of those in need.

As we head into the future, we carry with us the awareness that our work is not just a series of activities but a journey of personal and collective growth. We are ready to learn, to share, and to play our part in building a world.