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City Games – what is all about

What problem do you want to solve, what needs do you want to satisfy?

The good practice City Games supports the active citizenship of people 60+, 70+, 80+ and educational and social activities that promote Gdańsk, its culture and history.

A few years ago, during the implementation of international educational projects for the elderly, we noticed the difficulties in organizing guided tours of the old city due to lack of funds and poor knowledge of English not only our seniors but also guests from abroad. Visiting the city with a guide was a waste of time and money.

We involved participants of computer meetings at the Gdańsk University of Technology in developing a prototype of paper type of city games. Seniors are very eager to participate in the preparation of games. It turned out that not only the study, but also a tour in Gdańsk Old City using the city game approach gives them enormous satisfaction and motivates them to continue their activities with computers.

What solution do you suggest?

Within the framework of the project there are two levels of activities:

The first level - involves the inclusion of 60+, 70+, 80+ seniors in the process of creating games in the urban space, which is particularly close to them and developing a playing card in electronic form (PC/web using the selected template)

The second level is the participation in the game, where teams of several players move to play in the urban space in order to perform the tasks set out in the instructions in the best possible way. Using the map, participants search for an object / place, answer the question, take pictures of the object or place (mobile application).

What is the innovation of the idea and how will the project be implemented?

Seniors will expand their skills in the field of computer usage, get to know a dedicated Android mobile application.

The Dean of the Faculty of Electronics, Telecommunications and Informatics of the Gdańsk University of Technology has made available a computer lab for the implementation of the first level of seniors' activity.

We have been introducing City Games within ERASMUS+ projects: Senior@ICT, SPADE, SPIDW.

Idea for the development of the initiative

City games will be available in electronic form on the TASK server (the Tri-City Academic Computer Network) in the ATW WETI PG resources.

City Games "know how" will be available in dedicated groups on Facebook ERASMUS + projects.

The participants of the ERASMUS + projects will take part in the creation and testing of city games.