



# GOOD PRACTICE – City Games

## Where it comes from (Where did you encounter it?)

During the implementation of national and international educational projects for the elderly, we have noticed the difficulties while organizing guided tours of the old city. Visiting the city with a guide was a waste of time and money due to not good enough participants' skills of understanding English. In June 2012 UEFA proposed City Games for volunteers involved in the 2012 UEFA European Championship. In Autumn 2012 the first groups took part in the prototype City Game in Gdansk.

## Context (Please describe which organisation/entity is providing/organising/leading the GP and in what context?)

PRO-MED invited participants of the Academy of Third Age at Gdansk University of Technology to take part in developing a prototype of city games (paper version). Elderly were very eager to participate in the preparation of city games. It turned out that not only the preparation phase but also a tour in Gdansk Old City using the city game approach gives them enormous satisfaction and motivates participants to continue their future ICT activities.

## Target audience (Who are the beneficiaries or the target group of the good practice?)

Elderly but intergenerational groups are preferable.

## Objectives and outcomes (What is the aim/objective of this GP?, And what challenges have been addressed?, What learning outcomes have been achieved from this GP?)

- Involving 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)
- Participating 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).

## Impact (What methodology has been used in order to address the initial issue and led to a successful outcome?, What was the impact on target audience?, When possible, please support it with evidence such as testimony of people involved in the benefit of Good Practice?)

The methodology is based on group work and intergenerational learning. The proposed approach is achievable; affordable and sustainable. There are example City Games located at the Centre of Informatics - Tricity Academic Supercomputer & network (CI TASK) server (**Related Web sites**)

## Innovation (if any)

Elderly expand their skills in the field of computer usage, get to know a dedicated software and apps (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.

## Related Web site(s) (What are the Web sites or documents (if any) related to the GP?)

<http://utwpg.gda.pl/?dir=2014jatobym>

<http://utwpg.gda.pl/?dir=2019City-Games>

## Replicability and adaptability (What are the possibilities of replicating the good practice in other countries? How can it be adapted to the new settings? What are the requirements (institutional, economic, social, and environmental) that need to be in place for the good practice to be successfully replicated or improved in your country?)

PRO-MED: GP can be replicated and easily adapted! Have a look at <https://steller.co/s/8kucCTWdvkc>