pro-med

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 them 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 e.g. steller.co).

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?*	

Bulgaria
City Game GP is applicable for each city in Bulgaria. It can be done by completing different tasks - it can be complicated or simplified depending on the type of the group of people that are included. It can be done in a form of a competition between different groups. For example, to go from one place to another one by passing through several sights and at each sight to perform an activity.
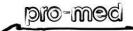To sum up, City Game is an activity suitable for any age and almost any place.

Greece
In Greece could be replicated easily. There are lots of historical sites that could be visited. It could be grouped for different thematic purposes in history, culinary, gastronomy, cultural, for school children also. Also could have intergenerational aspect, connecting seniors with youth.

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Italy
Verona is the fourth Italian city for tourism. There are many activities related to its prehistoric, Roman, medieval, Renaissance and cultural context. Dante lived in Verona for 5 years and composed "paradiso". Shakespeare speaks of Verona in some of his works and all this historical and artistic heritage can be shared through the experience of adults and the elderly people but also of many students dealing with foreign languages and tourism. It may be interesting to think of a guided tour (Roman Verona, medieval ...) carried out through an intergenerational exchange between third age university classes and high school students. Verona is also an Unesco world heritage. We suggest a G.P. of this kind.

Spain
City Games is indeed easy to be applied in Barcelona for elder people for sure, it can have an impact in health as well because of walking and memorizing. Also to be used into to play how to explore each neighbourhood.

Turkey
Bolu is touristic city and its beauties attract lots of local and foreign people. We are planning to put this application into practice in Bolu. As Bolu I. Baysal Public education center, we will build this android application in cooperation with Town Hall, Bolu Governership, Hotels, Bus Companies, Taxies, Bus station. The all will provide people who visit Bolu. So this application will certainly be adapted to Bolu and will raise awareness. The economical support can be afforded by sponsorships. This application can reduce the waste of paper, time, any costs to minimum, and can be translated into different languages and contain city map.

UK/England
City games can easily be adapted to a wide range of settings and places, because it is based around physical locations and the technology it uses is simple to use and mobile. It can be used in small very local settings or in a larger city. It can be used in familiar places to raise awareness of heritage and local history or in new places to help tourists/visitors familiarise themselves with a new place. As it not content heavy (does not have a huge amount of written text) it is easily translatable and as it uses Wikipedia for information the information is often available already translated to whichever language needed. It is very low cost to implement and can be used paperless or with a small amount of printing. As it is based around walking it keeps transport costs to a minimum, and includes social and active benefits. It is also suitable for a range of group sizes and can easily be adapted to accommodate disabilities/ reduced mobility and fitness levels.

UK/Scotland
We think that city games is a good model to share. It can be adapted to Edinburgh and Scotland, even though the specific organisation Roger and I partner is from a poorer part of the city from the beautiful locations it offers. Modern technology, if they are trained in it, allows seniors, or older folk as call them, to do their own research on their own or together, and navigate a city virtually. We would need to reduce barriers, such as skills and access to iPads or tablets. It can be used in small town settings or in a city, which Edinburgh is, population under 500,000. There process is positive in many ways as it can raise awareness of heritage and local history, which may have been lost but will be of interest to older people. If shared with visitors, it can bring great pride.
It is suitable for people with reduced mobility, which may be factor for older folk, or to help older people with disabilities. It is based on walking, so there are health and activity outcomes, as well as IT learning outcomes. If there are issues, you can adapt the format as one sees fit. It is appropriate for a range of group sizes, although sub-diving to smaller is better, as everyone gets more out of a smaller group.