



GAMES

ID-GAMES

Co - Create assistive games for people with Intellectual Disability (ID) to enhance their inclusion

The percentage of people with disabilities is 10-15%, with an increase of 2% over the last decade. Intellectual Disability (ID) is a developmental disorder that affects the adaptive behavior and intellectual functioning of a person.

The Erasmus+ project “ID GAMES- Co - Create assistive games for people with Intellectual Disability (ID) to enhance their inclusion” is based on the belief that each person should be given the chance to be accepted, valued and have equal opportunities to develop their skills and personality

The “ID GAMES” project aims to:

- increase social inclusion of people with ID by fostering equity, live involvement and cooperation between them, their educators, their carers, university students, game designers and other people from local community
- decrease stigma and victimization of people with ID and their caregivers
- strengthen the professional profile of educators and professionals, through training workshops, mobilities and new training tools, so that they will be able to use and create serious games
- create 6 innovative serious games (physical, digital, phygital) treating social and practical limitations of people with ID as well as a methodology for creation of serious games, adapting them and implementing in the specific group

The partnership consists of 6 organizations. CHALLEDU- inclusion|games|education (Greece) is the leader of the project. PEK/AMEA (Greece), SWSO (Poland) and ACF (Romania) are organizations working with people with intellectual disabilities and E-SCHOOL and LUSOFONA UNI are experts in digital training and E-courses.

www.idgames.eu

