

On January and February 2021 ID GAMES Workshops took place at partner's countries. The consortium despite all challenges due to Covid-19 pandemic and safety measures managed to design and implement 4 workshops (digital and physical) in order to develop new game ideas. Specifically:

- **SOSW in Elblag** (Poland) organised the workshops, which were attended by 16 participants. They managed to create an idea for a multidimensional game for pwID, developing the vocabulary and social skills of the game participants.
- **PEK/AMEA** in collaboration with **Challedu** organized in Athens (Greece), an online 2-day webinar and workshop. During webinar, 9 speeches were given about theoretical approaches about Intellectual Disability, as well as approaches concerning creation and design of serious games for people with Intellectual Disabilities. The webinar was broadcasted online and had over 1500 views. The 2nd day, a series of workshops conducted with emotive and experiential activities. In total, 42 people participated. Game designers moderated the procedure and we came up with game ideas.
- The Association **"Alianța pentru copii"** (Romania) organised a game co-creation workshop, alongside their friends from CSEI Arad and Integra Arad, in which 21 people participated.
- **Lusófona University** team (Portugal) organized the ID Games game co-creation workshop, in cooperation with Associação de Paralisia Cerebral Almada Seixal - Cerebral Palsy Association of Almada Seixal. This was a very enriching experience, where researchers, game designers, professionals, carers, families and users of the association interacted through games and game creation. In the end, new ideas for inclusive games emerged and, above all, we shared a wonderful experience with this incredibly special group.

Future steps:

The next steps for the partners are to develop serious games, from the ideas that came up from the workshops. After the co-creation workshops, CHALLEDU collected all the ideas of games and all partners together selected the ones that will be developed further. In addition, the ID GAMES project consists of a number of Intellectual Outputs, including an E-Platform and E-Course. The consortium has taken its first steps towards the realization of this Intellectual Output, and partners have created a series of video-sessions to be used as a pilot e-course. At the same time, the technical oriented partners of the consortium have created the platform's layout and begun uploading the collected pilot e-course material.

www.idgames.eu