



October 2021



# GAMES

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

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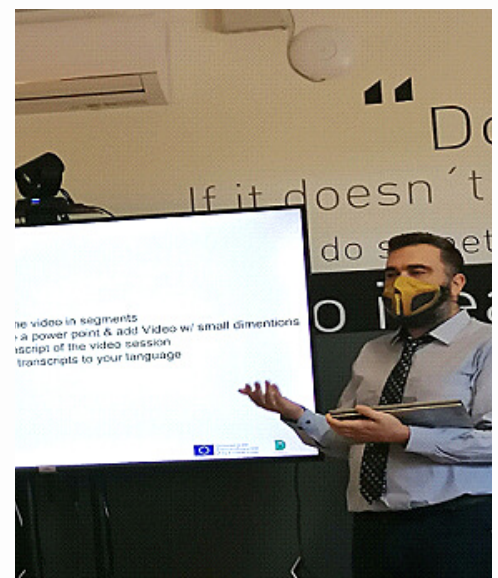
## 5th newsletter

## ID GAMES TPM in Lisbon

The ID GAMES project partners held their 2nd TPM in Lisbon from September 30 to October 1, 2021. The host partner was Universidade Lusófona de Humanidades e Tecnologias. It was a meeting that's been postponed for too long owing to the pandemic but finally the consortium managed to meet face to face.

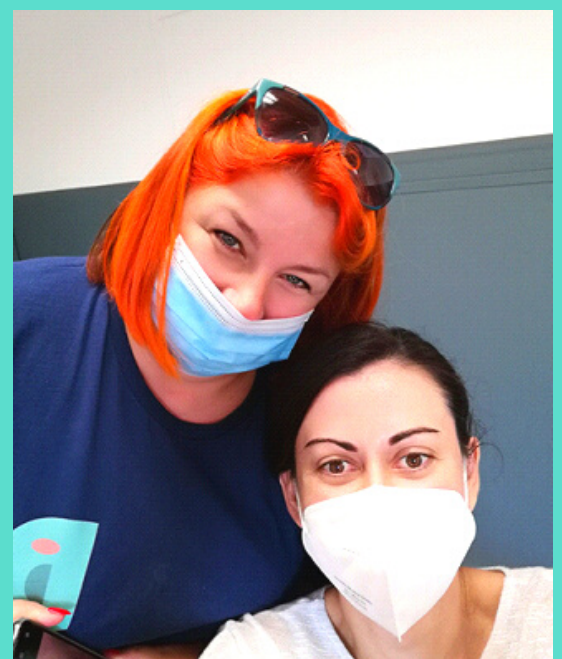


The agenda included managerial topics, details about the course and the platform and of course play testing workshops of the 6 final games that will be evaluated by people with intellectual disabilities over the coming months.





All participants discussed about the final form of each game, adjustments and last details before the games begin. Afterwards, they attended game workshops in small groups for playtesting ...It was an enjoyable experience for everyone



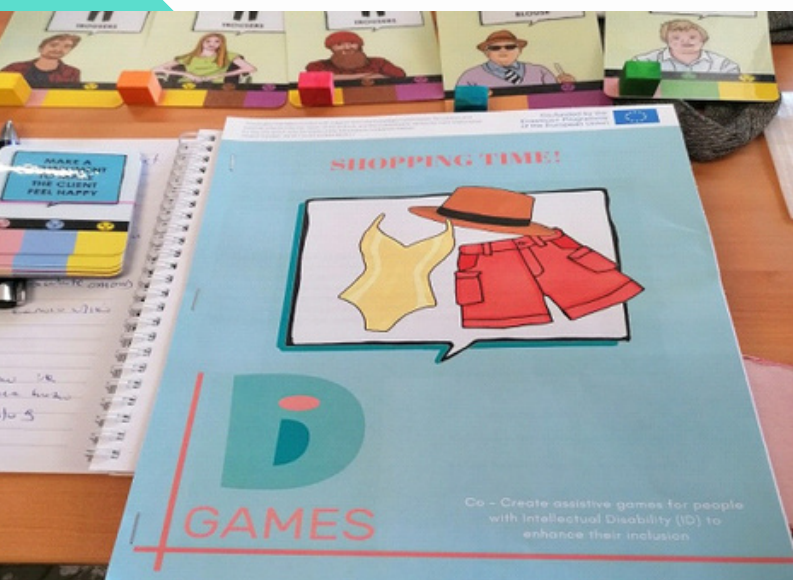
# LET'S MEET THE FINAL ID GAMES

The main aim of the games is the inclusion of people with Intellectual Disability and the development of their social, practical and cognitive skills.

## SHOPPING GAME

In "Shopping time!" game the players are sales-persons in a small shop with clothes. The clients ask for specific clothes that have specific colors and under a specific price. Some of them are patient and it takes time to change their emotions from happy or interested to hurried, confused or disappointed while others are in a hurry even when they enter the shop. All players try to help them the best way in order to keep them happy and buy the clothes. However some of them will do it with better results and win more points! Will you be the one?

The game empowers the social skills of people with Intellectual disability in terms of helping them recognize not only the feelings of the others by their expression but also by the situation they experience (eg. delays in service, not finding what they need etc). It also enhances the practical skills of working in a shop with clothes, recognizing the needs of the clients and giving the best fit for them.





# LET'S MEET THE FINAL ID GAMES

## LOVE GAME

The "Love game" is a unique game for educating people with Intellectual disability about sexuality, interpersonal relationships and protection from abuse. It can have different modes ranging from very easy to hard and can be played by people with different levels of diagnosis.

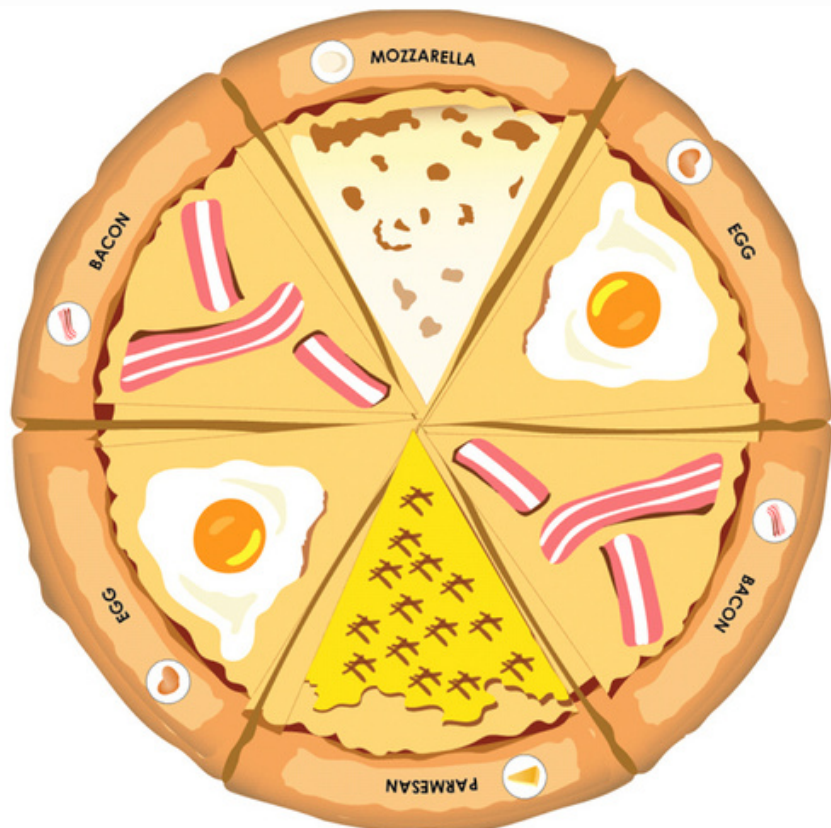
The players are a group of friends that try to describe to a friend that just arrived as quickly as possible what they discuss by using relevant or not irrelevant cards. For example the group discusses what you can do when you are under an abusive relationship to get out of it. In order to help the newcomer to understand one player, show him/her a card about Developing a supportive network. Another player might show a card about Speaking to a friend you trust. So the newcomer can gradually guess which is the main topic of the discussion by looking at the cards of discussion. Will you be able to make him/her guess correct?



# LET'S MEET THE FINAL ID GAMES

## PIZZA CHEF

In the "PIZZA CHEF" game the players work in a pizzeria and compete with each other to make the best pizza faster. The main purpose of the game is for each player to see the name and recipe and learn the ingredients in order to learn how to order a pizza when they get out for pizza night. This is an activity that adult people with intellectual disability love but they face problem to relate the ingredients of the pizza they like with the names of pizzas or with the specialized names of ingredients (eg. mozzarella instead of cheese). Are you hungry let's play Pizza chef!





# LET'S MEET THE FINAL ID GAMES

## CITY LIFE

The "City Life" aims to enhance the language skills of people with intellectual disability as well as the practical skills (eg. where to go to send a post, who should go to the hospital etc).

The players take on the role of city dwellers who live experiences by walking around the city. Based on where they have to go and how they can get there quicker they pass from some spots in the city and build a story.

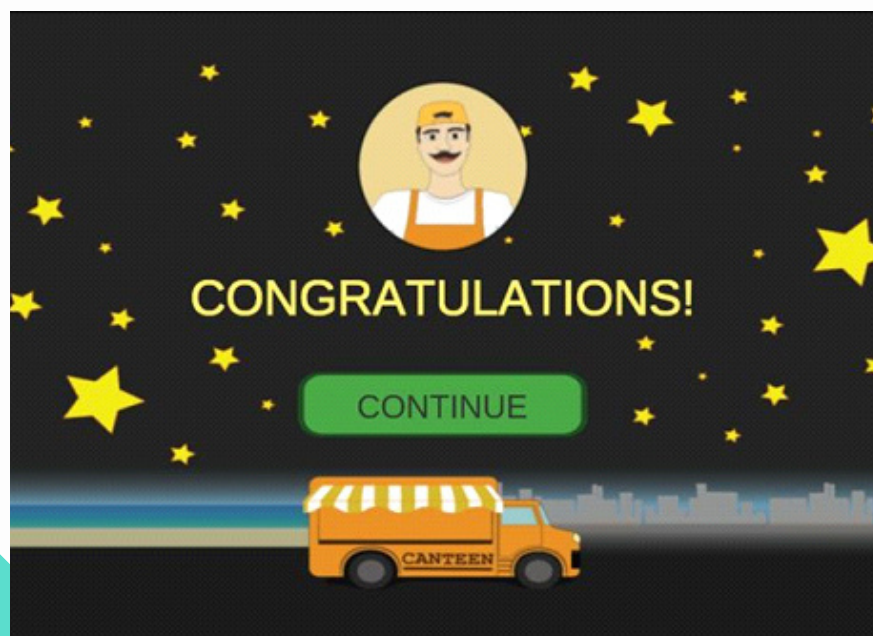


# LET'S MEET THE FINAL ID GAMES

## CANTEEN

In the "Canteen" game the player owns a canteen and has to make recipes based on what the customers ask in order to earn money that will allow him to upgrade his canteen.

Each customer wants to make a specific order and the player chooses the ingredients that appear in front of him to make what he has been asked for. Depending on how fast the player is, the faster the ingredients appear in front of him/her and the game becomes more difficult. It's a game of observation and speed-skill manipulation.

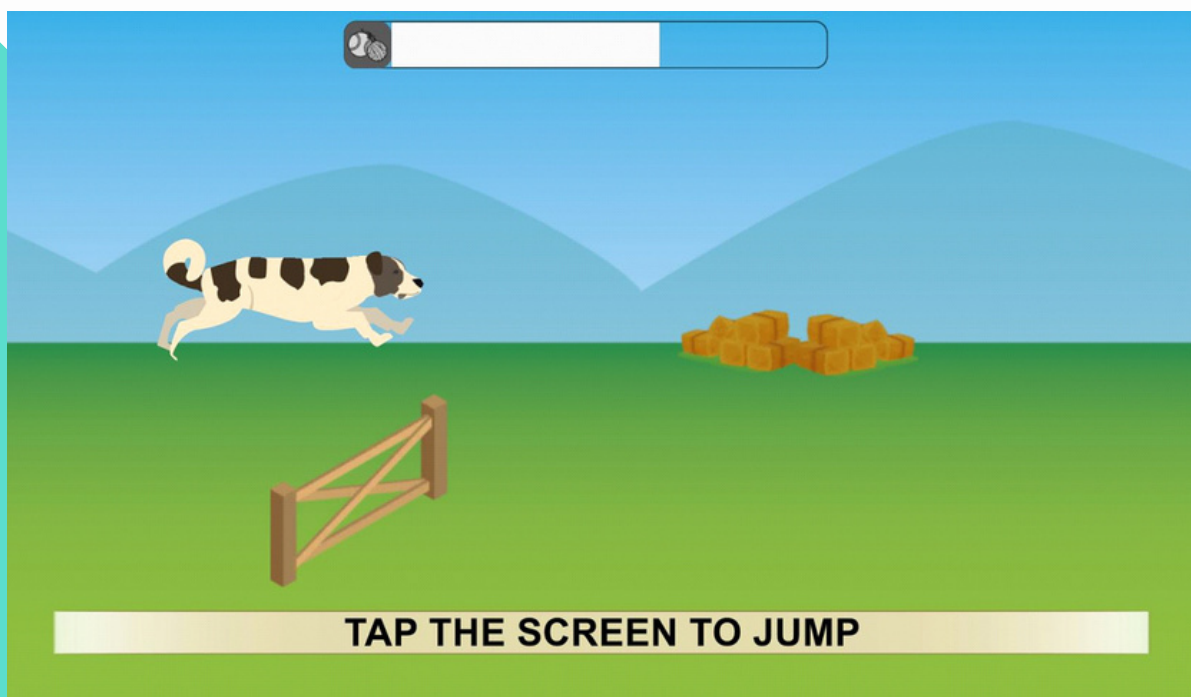




# LET'S MEET THE FINAL ID GAMES

## THE ZOOKEEPER

In the "The Zookeeper" game the player plays the role of a zoo keeper who has to wake up, feed, wash and put the animals to sleep at certain times during the day. The aim of the game is in an enjoyable way for people with intellectual disabilities to create a schedule/routine where after or before taking care of the animals they can get instructions for the realization of their own needs.



# ID GAMES E Platform

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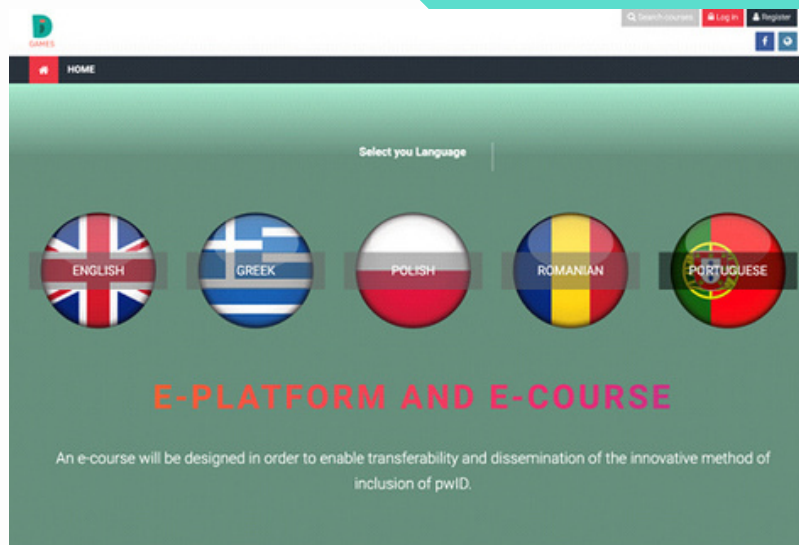
## Course Presentation



## Meet the Instructors

Anna Hatle-Tafelska

Evelina Deia



The online course from the ID-Games project is starting its most active development phase. After the execution of a pilot project, in which all researchers of the project made 23 educational videos within the scope of specialised training on Intellectual Disability and Support of pwID and Inclusion strategies.



**We are not stopping**

We are very excited to continue ID GAMES project  
and work together for a common purpose.



Stay tuned..



➔ FIND MORE ABOUT ID-GAMES  
IN OUR WEBSITE AND FACEBOOK PAGE



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