

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.

The Final ID GAMES are:

- "Shopping time!"
- "Love game"
- "PIZZA CHEF"
- "City Life"
- "Canteen"
- "The Zookeeper"

Future steps:

We are not stopping here. We are very excited to continue ID GAMES project and work together for a common purpose.

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.

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