## July 2022 / 7th Press Release

## ID-GAMES



ID GAMES project has successfully implemented 4 Multiplier Events in Poland, Greece, Romania and Portugal. Each partner hosted an event and invited stakeholders to participate on game workshops and attend presentations about intellectual outputs.

The Multiplier Event in Greece, was organized by PEK/AMEA in Athens and hosted at Serafeio Center. It was a two-day event. First day was implemented on the 26th of May and project teams with representatives from the consortium attended the event. The second day of Multiplier Event was on the 8th of June. This time the event was more experiential. Professionals, caregivers and pwID were attracted to attend play game workshops and workshops about e platform. Also best practices on inclusion and empowerment of pwID presented.

The Multiplier Event in Poland took place on 20.06.2022 by SOSW at the Old Town Hall in Elbląg. The event was attended by 38 participants, including 7 people with intellectual disabilities and 31 professionals. The Multiplayer Event was both stationary and on - line. The online event was viewed by more than 400 people.

In June, the association "Alliance for Children" Arad in Romania organized also a Multiplier Event. Following this event, our project and its results - especially the serious games created, was also presented at the International Conference "Theories of Change in Digital Wellbeing. Evidence based practices across the disciplines" organized by , "Aurel Vlaicu" University of Arad through the Faculty of Education Sciences, Psychology and Social Work, Centre for Research Development Innovation in Psychology.

On the 30th June 2022, the ID Games Project held its Multiplier Event in Portugal, through a collaboration with The Portuguese Association of Parents and Friends of the Mentally Disability Citizen of Lisbon - APPACDM Lx. The event was attended by 6 professionals in the area of inclusion and 39 people with intellectual disabilities.

The **E-learning platform** of ID GAMES was completed and presented during the Multiplier Events to a great number of target group members, as well as stakeholder and decision maker organizations.

One of the most important results of our project is the recognition received by many professionals, carers and organisations working with people with intellectual disability on the need that covers the project outputs and outcomes.

www.idgames.eu

