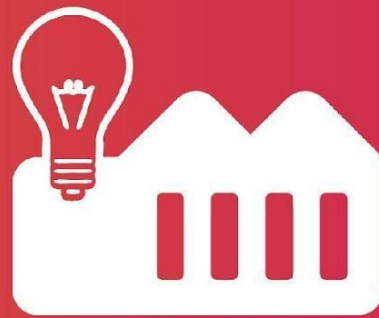




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GOOD PRACTICES ON SOCIAL ENTREPRENEURSHIP AND VIRTUAL GAMIFICATION AS AN EDUCATIONAL TOOL



CEIPES

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SOLIDARIO

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castilla y león

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Gărnălate, Educație, Cercetare

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Good Practices on Social Entrepreneurship

1. Social Entrepreneurship

Social entrepreneurship is defined as a “catalytic leadership” that brings about social change geared to address societal concerns (Muralidharan & Pathak, 2018). These enterprises have each main goal focused on generating social impact. By contrast, these kinds of initiatives are rarely visible or acknowledged by society. However, we must not obliterate the increasing level of relevance that they have been acquiring the past few decades.

For example, modern Russia, by determining the institutional matrix of social management in economies of the region, carried out the highest positive evolution in formation of the social market economy (Yankovskaya, et al., 2021). Basically, if we compare the index of an economy’s digitalisation level with its poverty level, we may notice that disparities flourish between the European States.

2. Criteria and Type of Games

It was with the aim of obtaining a set of good social entrepreneurship practices that we prepared this document, with different examples of what has been produced in recent years, in different contexts. To this purpose, each partner mapped out and identified a set of practices that used social entrepreneurship and analyzed them according to the following criteria, rating them from 1 to 5:

- Temporality - The start-up exist for at least a year.
- Sustainability - There is funding for the start-up and its future perspectives.
- Inclusion - The start-up is inclusive and allows people in vulnerable situations to have access.
- Outcomes - There is information available on the results of the start-up, including indicators and targets achieved.
- Innovation - The start-up has an innovative character, improving the pre-existing situation, bringing original solutions to the sector in which it is applied or completely transforming the previous reality.

- Replicability - It is possible to replicate the start-up in other sectors or places, adhering to the scalability criterion.

In order to better specify each identified practice, a subcategory was elaborated in which the type of start-up is more specifically characterized:

- Community: Their initiatives could range from creating job opportunities for marginalized members to building a community center. They are composed by small groups or individuals who work directly with the members of the community.
- Non-profit: These organizations are focused on social change, not on material gain. Hence, they prioritize social well-being over traditional business needs. Non-profit organizations reinvest any profits into the business to facilitate the further expansion of services.
- Transformational: These organizations aim to create a business that can meet the social needs that governments and other businesses aren't currently meeting. They become larger organizations with rules and regulations - sometimes growing to the point of working with or getting integrated into governmental bodies.

3. Social Entrepreneur

As explained above, the partners rated each social entrepreneurs following the 6 criteria. Now, we will present the average of each entrepreneur, separated by type of start-up.

It is important to mention that several of these start-ups have been created recently, some are not even one year old, and therefore have acquired a lower evaluation in the criterion of temporality.

3.1. By ASPAYM

ASPAYM choose five start-ups, where the highest one (Robin Good) scored 4,6/5 and the lowest (COVIDA) scored 3/5 due to the low sustainability.

ASPAYM			
START-UP	TYPE	DESCRIPTION	SCORE
COVIDA	Community	COVIDA is an app that was developed during the first phase of the pandemic, which helps to connect the most vulnerable people to the coronavirus with volunteers willing to help them to buy groceries, medication or any other need that they may present.	3
Zubi Labs	Transformational	Zubi Labs is an entrepreneurship organization that helps to create and boost new companies with a positive impact. During the pandemic, it created different initiatives and actions, such as Zubi Help, which wanted to offer help to those companies who were affected by the economic crisis caused by the virus. For example,	4,1



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		Zubi GO offered a food supply service during the lockdown. Another example is Trobatea, an app and website that provided good activities and plans to do with children at home.	
ROBIN GOOD	Transformational	RobinGood is a food products distributor with social awareness. They boost the employment of people with a risk of exclusion and collaborate with lots of projects in the food industry. During the pandemic, they launched a crowdfunding campaign with the Can Roger farm, to transform ecological milk into cheese, to avoid throwing away the milk that the market could not assume because of the crisis.	4,6
MILA CHEMIN	Non-profit	Mila chemin is a fashion brand. During the pandemic, they tailored transparent face masks to make them inclusive to people who needs to read lips. They are vital for people with hearing impairments, deafness or autism.	3,8
TIENDA CERCA	Community	Tienda Cerca, which means Near Shop, is an initiative that emerged during the first lockdown in the Coronavirus pandemic, to boost the local trade and those little companies that could not survive the crisis. It connected consumers with their local shops to buy online and organize the delivery.	3,3

3.2. By BB&R

In the BB&R selection we can see the highest score being 5/5 and the lowest one being 4,8.

BB&R			
START-UP	TYPE	DESCRIPTION	SCORE
HEMPER	Non-profit	This project attempts to give innovative and regenerative solutions regarding the clothing industry's challenges. They are inspiring the new generations with sustainable and respectful way of management. Bags made in Nepal contributing to the new "Slow Fashion".	4,8
L'ESTOC	Community	This project designs furniture with recycled materials, and they work with mentally disabled people. Not only do they contribute to stop climate change, but they also help erase the stigma of mental disabilities. Based in Barcelona.	5
SYLVESTRIS	Non-profit	"Our mission is to fill the world with trees, to create a greener, healthier environment working with people who are disadvantaged or at risk of social exclusion. We plant oxygen..."	5
BRIDGE FOR BILLIONS	Transformational	"Innovation for All. To create a world where anyone regardless of race, gender, location or background can have the opportunity to become an	5



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		entrepreneur.” This enterprise helps other companies to boost diversity in their projects, among other goals.	
GREEN URBAN DATA	Community	“Environmental Intelligence for healthy cities. Software tools to facilitate the decision-making process and the prioritization of strategies against climate change”.	4,8

3.3. By CEIPES

The Italian organization choose 8 start-ups in which the highest one (Moltivolti) scored 4,1 and the lowest (Terradamare) 3,5, due to the low inclusion.

CEIPES			
START-UPS	TYPE	DESCRIPTION	SCORE
MOLTIVOLTI	Community	Moltivolti's description on their website describes a social enterprise based on relation, as well as a laboratory for the creation of a new society through mutual knowledge and exchange. This social enterprise offers a restaurant activity, promoting tastes and dishes from different countries, as well as a co-working area, in the centre of the Ballarò area, a multicultural neighborhood in the historical centre of Palermo. Kitchen and food become means to promote and practice diversity,	4,1

		inclusion, integration and interaction, contributing to the development of people and of the neighborhood.	
SARTORIA SOCIALE	Community/Non-profit	Sartoria Sociale is a little social enterprise based in Palermo which has been promoting from 2012 professional and social inclusion through tailoring and circular economy practices. This organisation incorporates sustainability in the fashion field, the promotion of uniqueness through tailoring, creative recycling and social issues, providing courses, occupation and volunteering opportunities to people. who need a protected environment. Their philosophy is centred on giving people the opportunity to learn tailoring skills and to stay with people with different backgrounds, fighting loneliness and social exclusion, as well as supporting other people in carrying out their tasks.	3,6
GIOCHERENDA	Community	Giocherenda was born thanks to the initiative of a group of young migrants living in Palermo, Italy. This group is, in fact, composed	4

		<p>by people with a migrant background from Guinea, Mali, Gambia, Burkina Faso and Morocco, providing an heterogeneous and multicultural opportunity for product development and the promotion of mutual knowledge and other cultures. The idea to open a social enterprise started when the founders were at school or in reception centres, with the objective to empower people through an innovative and democratic business model. Giocherenda shop is both physical and online, offering the opportunity to buy artisanal games and textile products, all produced based on the creativity of founders and mixing their cultures.</p>	
ALAB	Non-profit/Transformational	<p>ALAB is a network of independent artists and artisan associations, with more than 250 members. The association was born in 2010, aiming to create a network for the promotion of art and crafts. ALAB promotes the active participation of its members by enhancing the power of handicraft work, in which manual skills and intellect</p>	3,8

		<p>play a crucial role in the entire production cycle. Artistic craftsmanship is a fundamental economic resource, and thanks to this awareness ALAB started a path of rebirth of the historic center of Palermo, by creating a widespread network of micro-economies and proposing itself as a driving force for the sustainable development of the city. ALAB also created an itinerary for citizens and tourists to discover the authenticity of local art, emphasizing the ethical aspect of the production.</p>	
RIFOLAB	Transformational	<p>Born in 2018, Rifòlab supports Sustainable Development Goals through their entrepreneurial activity, recycling already-used fibers to make new fabrics which they use to design and produce clothes. This regenerative process makes the enterprise at the opposite with regard to fast fashion, since it sells through pre-sale avoiding overproduction and waste of resources; furthermore, sustainability of this project is guaranteed by the fact that all fibers are 100%</p>	4

		<p>regenerated and that they do not have exploited any kind of new resource. Also, the production is totally rooted into the local context and every step of the production chain is held within 30 kilometres: this features contribute to the development of the local community and to the modest use of resources since transports are limited.</p>	
FABLAB	Community	<p>FabLabs (fabrication laboratories) provide the community of local creators and creatives, or local citizens with the opportunity to develop and transform the idea into a real project, sharing the modus operandi dictated by the fabcharter as well as the opportunity to learn and share methodologies and knowledge in a physical place that provides knowledge, know-how and suitable machinery. FabLab is active in the area of Palermo according to the principles of open peer to peer design and open source, acting as an education network, an incubator and a social enabler. Fablab Palermo offers its associates a wide</p>	3,6



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		range of digital activities: laser cutting and engraving, 2D and 3D modeling, 3D prototyping and printing, vinylcut printing and cutting, thermoforming, aerial shooting with drones, scans and 3D rendering, programming and Electronics.	
TERRADAMARE	Community	Terradamare is a Tourist social enterprise formed by a group of experts in the artistic, social, tourism and web sector that operates in the Palermo area, promoting network systems to support tourism. Through its activity, Terradamare aims to enrich the Palermo tourist offer by creating an innovative 'container', based on the integration between sustainable hospitality and a wide range of occasions ,such as tourist itineraries, courses, workshops and events in order to enhance the historical, artistic, cultural heritage as well as develop and promote cultural tourism.	3,5
KEMONIA RIVER	Transformational	Kemonia River is a socially oriented innovative startup involved in the development, production, and marketing of ODLA, a computerized music writing hardware. It is an	4

		<p>interface with intuitive use characterized by the presence of an "embossed staff" (Patent Pending) that makes the device accessible to blind people who can, for the first time in history, write music independently without resorting to braille. This hardware frees the user from relying on the use of the mouse and the complicated navigation between windows, icons, menus and submenus typical of notational software. By making a staff physically available to be clicked directly, ODLA brings the musician user back to his or her real and traditional music-writing experience, freeing him or her from the use of imperfect interfaces such as MIDI keyboards, QUERTY keyboards, mice, BRAILLE keyboards, and thus fully fulfilling the fundamental requirement that defines a user interface in computing, which is that of human experience.</p>	
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3.4. By GAMMA

GAMMA choose 5 start-ups, where the lowest score can be found at 4,3 and the highest one in 5.

GAMMA			
NAME	TYPE	DESCRIPTION	SCORE
MOARA DE HARTIE	Community	The Paper Mill Association initiated and develops the Paper Mill Ensemble - Craft Village from Comana (Giurgiu county, in the immediate vicinity of Bucharest), which hosts 10 creative workshops that draw their essence from the crafts practiced in the traditional Romanian village: weaving at war, processing reed and rush, blacksmithing, pottery and ceramics, woodworking, traditional cuisine, stone mill and bakery, but also handmade paper making, manual printing and bookbinding.	4,3
MBQ	Transformational	MBQ [Mesteshukar ButiQ] is a Bucharest based social enterprise working on revaluing traditional Roma craftsmanship. This cultural heritage can both contribute to changing attitudes towards the Roma and provide an opportunity to help families escape the grinding poverty in which so many of them live. With the support of the ERSTE Foundation Roma Partnership, MBQ [Meşteshukar ButiQ] has revisited many of these traditional crafts and developed updated collections in collaboration with international and local designers. This has been an ongoing journey of almost 5 years, and we are proud to present a collection of handcrafted products, their makers and their stories.	4,6



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UTILDECO	Non-profit	Employment for young people with disabilities, those who come from the child protection system or from families with problems.	5
ANCORA SOCIAL	Non-profit	Ancora Social is a social enterprise that provides specialized HR services for the work integration of people from vulnerable groups.	4,3
OPHORI	Community	Social entrepreneurship company, in the field of aromatic and cleaning product laboratories in Romania, where the entire production staff is made up of disabled people. Our mission is to create and adapt jobs for people with disabilities. The transformation from the status of social assistance to contributor to the state budget brings great and continuous benefits to the entire society, both economic and related to the well-being of all.	4,5

3.5. By ROSTO

ROSTO have 5 startups in where the highest score is the one from ColorADD with a 4,8 and the lowest a 4 from The Good Shopping Guide.

ROSTO			
NAME	TYPE	DESCRIPTION	SCORE
VINTAGE FOR A CAUSE	Transformational	Vintage for a Cause is a circular economy brand with social commitment, focused on reusing textile waste through upcycling while empowering unemployed women over 50 (by creating sewing	4,5

		clubs, promoting the "From Granny to Trendy" workshops program and creating employment opportunities). This point is very relevant, deserving even greater emphasis if we consider that one of the consequences of the covid-19 pandemic was the increase in unemployment, especially among women. Part of Vintage's revenue is used for investment in social inclusion programs, education and awareness on sustainability and conscious consumption.	
THE GOOD SHOPPING GUIDE	Transformational	The Good Shopping Guide – Ethical Comparison Site, helps people choose more eco-friendly, ethical products that support the growth of social responsibility and ethical business as well as a more sustainable and just society. In a post-pandemic phase, which has caused a change in the way people shop and in which people are more alert and aware of social problems, The Good Shopping Guide becomes an important ally in the decisions we make regarding what and from whom we buy, helping us in the transition to a more socially just world.	4
COLORADD	Transformational	ColorADD is a code with graphic symbols for each color and makes it easier for color-blind people to identify colors, thus making a decisive contribution to their social integration and well-being. Colors are present in everything around us, from the clothes and objects we wear, to the identifiers we use at work, beaches, hospitals and subways. During the pandemic, ColorADD's founder, besides trying to maintain and improve his	4,8

		business, played an important role in advocating and disseminating the consequences for colorblind people, for example by delivering projects to the European Commission and the Portuguese Ministry of Health to introduce ColorADD in their platforms. Part of the revenues go to the Color ADD Social Association.	
AMAP	Community	Association for the Maintenance of Proximity Agriculture (AMAP) is based on mutual commitment between producers and co-producers (consumers). Its fundamental principles are to foster the practice of Agroecology, treat food as a common good, and value personal relationships, what contributes to strengthen ties and protect the environment especially in a post-pandemic period.	4,6
TOO GOOD TO GO	Transformational	Founded in 2015 in Copenhagen, the app Too Good To Go emerged in Portugal in late 2019, just before the covid-19 pandemic. Combats food waste and prevents quality food from ending up in the trash by allowing people to order surplus food at reduced prices. This app contributes to maintain the food business working during pandemic and to customers access meals for a reduced prices.	4,6

4. Bibliography

Startups Links:

ALAB <https://www.alabpalermo.it/alab/?lang=en>

AMAP – Associação pela Manutenção da Agricultura de Proximidade
<https://amap.movingcause.org/>

Ancora Social <https://ancorasocial.ro/>

BRIDGE FOR BILLIONS
<https://www.bridgeforbillions.org/es/agencias-de-desarrollo-gobiernos/>

ColorADD <https://www.coloradd.net/pt>

COVIDA <https://covidapp.com/>

FABLAB <https://fablabpalermo.org/>

GIOCHERENDA <https://giocherenda.it/en/>

GREEN URBAN DATA <https://www.greenurbandata.com/en/about/>

HEMPER <https://hemperstore.com>

KEMONIA RIVER <http://kemoniariver.com/>

L'ESTOC <https://www.lestoc.com>

MBQ [Mesteshukar ButiQ] <https://mbq.ro/>

Mila Chemin

<https://www.facebook.com/mila.chemin/>

<https://milachemin.com.ar/password/>

Moara de hartie (Paper Mill) <https://www.moaradehartie.ro/>

MOLTIVOLTI <https://moltivolti.org/en/>

Ophori <https://www.ophori.com/>

RIFOLAB <https://rifo-lab.com/en/pages/chi-siamo>

Robin Good <https://robingood.es/>

SARTORIA SOCIALE <https://sartoriasociale.com/?lang=en>



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SYLVESTRIS <https://gruposylvestris.com/en/>

TERRADAMARE <https://www.terradamare.org/>

The Good Shopping Guide <https://thegoodshoppingguide.com/>

Tienda Cerca <https://www.facebook.com/Tienda-Cerca-100910154913285/>

Too Good To Go <https://toogoodtogo.org/en>

UtilDeco <https://www.utildeco.ro/>

Vintage for a cause <https://vintageforacause.pt/>

Zubi Labs <https://zubilabs.com/>

Good practices on virtual gamification as an educational tool

1. Gamification

Throughout history, human beings have always enjoyed playing, both simpler and more complex games. In addition to the pleasure and fun felt through the act of playing, games also allowed the creation of social environments, enabling the exchange of knowledge and learning, both individually and collectively. This is something that has been maintained to this day.

According to what is explained in the Breakout Box Manual (2022), we all learn in different ways, but it can be said that playing games is one of the most natural and effective ways to learn. It is on this basis that we begin to talk about gamification, which consists of applying the principles and elements of game design to different contexts.

Gamification is inspired by the most stimulating elements of games, such as the elements of fun, entertainment, and competitiveness, integrating and interlinking them as a way to speed up and encourage the transmission of knowledge, or other desired goal. It uses these elements as a way to improve user involvement and is used in different contexts, from health, sports, education, to business and professional development.

In this sense, gamification has some defining characteristics, such as: use of game design elements and mechanics; non-game context; learning method and/or competence development; includes technological, psychological (motivational and fun), aesthetic and narrative elements; gamification creates memorable experiences.

In the educational field, gamification essentially tries to introduce creative and innovative elements of games, with the goal of transforming a not very exciting activity into a more challenging one that motivates young people to participate in order to acquire and develop skills, knowledge, and learning.

If on the one hand we find more and more games being created from scratch, on the other hand we also see the adaptation of games that already exist, that is, taking those games that already exist and readapting them so that they can be used in the intended context. This is what we call game based learning (GBL), a learning methodology that uses existing games that were not created for educational purposes. In other words, GBL «(...) can be defined simply as "learning through games"» and is the «"intentional use of games and game elements in the educational process". We can appropriate and use games that have not been created for specific learning purposes or incorporate games designed with relevant learning outcomes in mind"» (ibidem, p. 13).

2. Criteria and Type of Games

It was with the aim of obtaining a set of good gamification practices that we prepared this document, with different examples of what has been produced in recent years, in different contexts. To this purpose, each partner mapped out and identified a set of practices that used gamification and analyzed them according to the following criteria, rating them from 1 to 5:

- Temporality - The gamification practice/game exist for at least a year.
- Sustainability - There is funding for the gamification practice/game and its future perspectives.
- Inclusion - The gamification practice/game is inclusive and allows people in vulnerable situations to have access.
- Outcomes - There is information available on the results of the gamification process, including indicators and targets achieved.
- Innovation - The gamification practice/game concept has an innovative character, improving the pre-existing situation, bringing original solutions to the sector in which it is applied or completely transforming the previous reality.
- Replicability - It is possible to replicate the gamification practice/game aspects in other sectors or places, adhering to the scalability criterion.

In order to better specify each identified practice, a subcategory was elaborated in which the type of game/gamification is more specifically characterized:

- Scape room: is a game mode of challenge, decision-making and problem-solving, in which a group of players are trapped in a mysterious room or place (virtual or physical) and have to solve a riddle in less than an hour. It includes different trials that have to be overcome and can be of different types: games, puzzles, finding hidden objects, etc. Usually the game is set in a specific context, with a story and a plot.
- Role Play: is a simulation or role-playing of a real event, in which players take on character roles and create narratives. The progress of the game occurs according to a predetermined set of rules, within which the players can improvise and where their choices determine the direction the game will take.
- Puzzle: is a game to exercise the brain by fitting different pieces together. It promotes the development of cognitive skills, fine motor skills, concentration, and problem solving.

- Quiz: is a game in which players (individually or in teams) try to answer questions correctly. In some contexts, it is also used to assess knowledge or skills, and can be thematic or generalist.
- Action-adventure: games that typically use the game world for exploration and interaction. These games often include quests, rewards, and possible plot twists, with no direct win or lose situation. They are characterized by exploration of the settings, puzzles and riddles, and a focus on narrative.
- Board Game: any game played on a board, often using dice and small pieces. These pieces are moved or placed on a pre-marked board (playing surface) and often include elements of table, card, role-playing, and miniatures games as well.
- Others

3. Mapping analysis

As explained above, the partners rated each game following the 6 criteria. Now, we will present the average of each game, separated by type of game/gamification.

It is important to mention that several of these games have been created recently, some are not even one year old, and therefore have acquired a lower evaluation in the criterion of temporality.

3.1. Scape Room

In the scape room game type, the physical game "Escape Racism" got the highest average, scoring 4,5. The virtual game "Believe in Europe" scored 3,3.

SCAPE ROOM			
GAME	CATEGORY	DESCRIPTION	AVERAGE
Escape Racism	Physical	Escape Racism is an Erasmus+ European project where organizations from 4 different countries have developed 10 Escape Rooms that are used in the non-formal educational field with youth, specially youth with fewer opportunities. The stories and scenarios are all related to different kinds of discrimination (borders, modern slavery, racism, disability and bullying) and they present different ways to reflect about those topics and immersing in a fictional story at the same time.	4,5
Believe in Europe	Virtual	Believe in Europe - Supporting the creation of a new European citizenship among the new generations, is an Erasmus+ European project that aims to promote European citizenship among	3,3

		<p>young university students, as well as raise their awareness of the programs and opportunities that European institutions offer them, especially in the fields of employment, education, mobility, and democratic participation. The digital game "Believe in Europe" consists of 5 escape rooms set in different contexts, such as the European Commission, European Parliament, European Ombudsman, European Central Bank, and European Economic and Social Committee, among other European institutions. It is available on the website.</p>	
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3.2. Role Play

In the role play game type, the virtual game "Math Royale" had the highest average of 5 and the physical game "Make a Change - Triple Europe Game" had the lowest average of 3,8. The remaining games scored between 4,3 and 4,6.

ROLE PLAY			
GAME	CATEGORY	DESCRIPTION	AVERAGE
Math Royale	Virtual	Math Royale is the gamification project from Maths' subject in 5th grade in the Humanitas Bilingual School Torrejón	5
Gammopoly	Physical	It is a game produced in the framework of an Erasmus+ European Project, Gammopoly, which main aim is to facilitate the access to adults to innovative methods of non-formal education, to develop key competences for a better insertion on the labour market. In the game, the participants play	4,6



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		in pairs, forming families and taking life decisions about how to spend their time and achieve some life goals.	
Psychologist	Physical	Psychologist is a role-play game where players develop their ability to pay attention, their ability to communicate, their memory, and also they have fun.	4,5
World's Peace Game	Physical	The World Peace Game is a hands-on political simulation that gives players the opportunity to explore the connectedness of the global community through the lens of the economic, social, and environmental crises and the imminent threat of war. It is developed by the World Peace Game Foundation, and its main aim is to teach children and young people the work of peace, with a realistic point of view where peace is perceived as an attainable goal to strive for.	4,3
Superbarrio	Virtual	Superbarrio uses gamification strategies to engage the citizens in the design of the public space. As an open-source online tool, Superbarrio widens the potential audience of 5participatory design processes, overcoming the limits of conventional methodologies. It is developed by the Institute for Advanced Architecture of Catalonia and co-financed by the Erasmus+ programme.	4,3
Make a Change - Triple Europe Game	Physical	Make a Change - Triple Europe Game is a proposal of three role-plays produced in the scope of the project Triple Europe Game - Youth for an open, fair and sustainable Europe, promoted by the NGOD Rosto Solidário and supported by the Erasmus+ Youth National Agency. It aims to promote critical dialogue around	3,8



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		three current global challenges - Climate Change, Migration and Food Security. The game is available on the site for download.	
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3.3. Puzzle

In the puzzle game type, only the physical game "Citizenship 4 Kids!" was identified, which scored an average of 4.

PUZZLE			
GAME	CATEGORY	DESCRIPTION	AVERAGE
Cidadania 4 Kids!	Physical	Citizenship 4 Kids! is a game that teaches children the values of citizenship, human rights, equality, and the environment, to fight injustice and discrimination, and to educate for a more sustainable ecological environment. It includes different games, such as puzzles, jigsaw puzzles and sudokus. It was developed by the NGO ACEGIS (Association for Citizenship, Entrepreneurship, Gender, and Social Innovation) and is available for purchase through the website.	4

3.4. Quizz

In the quizz game type, the physical game "Challenging emotions" had the highest average of 4,5 and the physical game "Europe Quizz" had the lowest average of 3,8. The physical game "Personality Game" scored 4,1.



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QUIZZ			
GAME	CATEGORY	DESCRIPTION	AVERAGE
Challenging emotions	Physical	Challenging emotions is a game where we guess the emotions, play, learn them, and an included booklet where we talked about the emotions in the game and gave you many other fun exercises to do as a family for each one. Emotions and emotional states used in Emotion Challenge: - Joy - Love - Pride - Relaxation - Astonishment - Boredom - Exhaustion - Disgust - Fear - Rage - Guilt - Sadness	4,5
Personality Game	Physical	Educational game that develops: Dexterity Empathy communication speaking concentration Learning The vocabulary Thinking creativity Attention The imagination Memory	4,1
Europe Quizz	Physical	The Europe Quizz Game was produced in the scope of the project Triple Europe Game - Youth for an open, fair and sustainable Europe, promoted by the NGOD Rosto Solidário and supported by the Erasmus+ Youth National Agency. It aims to promote critical dialogue around three current global challenges - Global Challenges, Global Citizenship and Sustainability. The game is available on the site for download.	3,8

3.5. Action-Adventure

In the action-adventure game type, the two physical games had the same average score of 5.



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ACTION-ADVENTURE			
GAME	CATEGORY	DESCRIPTION	AVERAGE
Charlie y la Fábrica de Chocolate	Physical	This Project was done to celebrate the 100th anniversary of the famous writer Roal Dahl. By recreating the Charlie and the Chocolate factory story, the kids will learn more about the writer's life and his work.	5
Un Mundo Mejor	Physical	““Un mundo mejor” is a gamification experience, full of surprises, excitement and expectation, where the ABP magic, the use of educational technologies and the learning-service's relevance are combined with five-year-old kids”. Encourages the climate change challenge.	5

3.6. Board Game

In the board game type, the physical game "Go Goals!" had the highest average of 4,3 and the physical game "Casa de Partida" had the lowest average of 3,5. The remaining physical games scored 4, with the exception of the physical game "Playing 4 Soft Skills" that had 3,8.

BOARD GAME			
GAME	CATEGORY	DESCRIPTION	AVERAGE
Go Goals!	Physical	It is a board game created and designed by the United Nations Regional Information, with the objective of encouraging younger generations to pursue the Sustainable Development Goals. It is a game played on a board with different boxes, where each player moves their token with the help of the	4,3



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		dice. When they land on a SDG field, they draw a card and answer a question. All the questions are related to the SDGs.	
Act 4 Inclusion	Physical	Act 4 Inclusion - Life In Theatre is an Erasmus+ European project aimed to extend and to develop the educators' competences using skills related with the use of social improvisation theatre. The strategic partnership that constitutes this project, has identified the existing problem in the development of people's capabilities, especially in adults with fewer opportunities (refugees and migrants, people with psychological disorders, people with physical disabilities, elderly people, etc.). They intend to generate non-formal education spaces with a methodology developed through theater, promoting personal tools to offer significant results in the case of anxiety disorders, depression, low self-esteem, and social isolation. The project will end in December 2022 and the game will be available on the site.	4
Inside Hero	Physical	Inside Hero is a board game and at the same time an effective personal development tool. This game combines gamification and self-coaching to give you an immersive experience that will help you grow on all levels.	4
SIEP 2.0	Physical	The SIEP 2.0 project aims to contrast bullying and cyberbullying. This project will rework "Put yourself in my shoes" and "SIEP" through the use of gamification. In fact, the SIEP game will be created as a mobile app and as a board game, which aims to help raise awareness of the reality	4

		of young people with disabilities, combat bullying / cyberbullying and promote the acquisition of social and civic skills, understanding and dissemination. of fundamental values and rights (as a process to combat this and also any form of intolerance in the daily life of young people).	
The Gamification of Employment	Physical	The main objective of the project is to identify, enhance and evaluate the most significant transversal skills with the aim of promoting youth employability, through the use of board games as a facilitating and integrating tool. This is achieved while increasing the level of quality in pedagogical methods and generating a greater number of methodologies to use with youth in general and more specifically with youth with fewer opportunities or at risk of social exclusion.	4
Playing 4 Soft Skills	Physical	Playing 4 Soft Skills aims to address existing needs in terms of transversal skills by introducing non-formal education and digital tools in the context of vocational education and training providers with the objective to enhance students' awareness and ability to recognize and develop relevant transversal skills.	3,8
Casa de Partida	Physical	The project Casa de Partida - Agendas coesas por uma Europa Sustentável, was developed by five partners (Par - Respostas Sociais, as the promoting organization) and has the overall objective of contributing to the critical awareness and active involvement of young people	3,5



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		<p>around European policies on Sustainable Development and Youth. One of the resources developed was the pedagogical game in order to explore the SDGs and YGs, reflecting on their interconnections and interdependencies. The game is available on the site for download.</p>	
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3.7. Others

In the others game type, the physical game "Escuelab" had the highest average of 4,6 and the virtual game "G.A.M.E." had the lowest average of 3,8. The remaining games scored between 4 and 4,5.

OTHERS			
GAME	CATEGORY	DESCRIPTION	AVERAGE
Escuelab	Physical	"Experimentation and fun are the best ways to learn and be happy". "We want the kid to be the main character of their learning process".	4,6
Apiumhub	Virtual	"We've worked for all types of industries and on many different software projects. Often, we build the product from scratch, taking care of the whole technical cycle of digital product development and other times, we build native apps, web platforms, or rework the software architecture."	4,5
Gymkhana 5.0	Virtual	"Gymkhana 5.0: Cultural heritage for young people" is a project aimed at expanding European heritage education among young people, in particular young people with fewer opportunities (refugees	4,1



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		and migrants, people with disabilities, people with social and economic obstacles, etc.), through the development, experimentation and implementation of innovative educational tools based on the use of gamification.	
Re-Construct	Virtual	RE-CONSTRUCT Digital Toolkit – is a collection of IT resources that includes an Android mobile application in English, which is an intervention program (self-applicable) for a period of 6 months, which results in life planning in a way that the crisis situation (pandemic) is healthy integrated into the life history of the adult, and he learns to make adaptive decisions for the reconstruction of life from a personal, family, professional and social point of view.	4
G.A.M.E.	Virtual	The project aims to support educators and teachers by improving their skills in different fields of learning and education by integrating the use of the gamification process into the training experience. This will help them strengthen their professional development and make the programs more attractive and interesting. The project in its life cycle will consist of various activities such as the creation of examples of teaching materials on Gamification; various trainings that will involve teachers, educators and students through the possibility of international mobility.	3,8

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Breakout Box: The Manual (2022), was created as an Intellectual Output (IO1) of the Strategic Partnership project "Breakout Box". The project was implemented by Shokkin Group (Estonia) in collaboration with Be International (Czech Republic) and Ticket2Europe (Spain), with the support of the Estonian National Agency. Taken from:
<https://playiversity.co/2022/04/15/breakout-box-the-manual/>

Games Links:

Act 4 Inclusion

<https://act4inclusion.infoproject.eu/>

APIUMHUB

<https://apiumhub.com/es/>

Believe in Europe

<https://readymag.com/u3061522735/3508379/>

Casa de Partida

<http://par.org.pt/project/casa-de-partida/>

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<https://gammopoly.infoproject.eu/>

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World's peace game

<https://worldpeacegame.org/>