EU Webinar

Invest in YOUTH

ITALIAN DISSEMINATION ACTIVITY REPORT



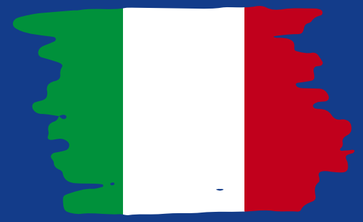
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MIND, TECH, LIFELONG LEARNING

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OUTCOME & KEY THEMES

Positive observations

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Outcome & Key Themes



POSITIVE OBSERVATIONS

- Duration of individual matches
- Financial literacy concepts introduced
- Strong emphasis on civic education themes
- Clear and easy-to-learn game mechanics

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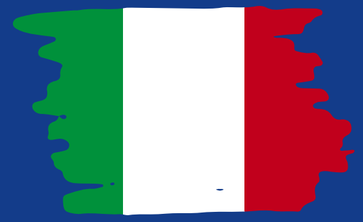
Outcome & Key Themes

POSITIVE OBSERVATIONS

- Length of each individual game both during sessions with small groups and larger groups.
- Simulation of real-life scenarios, which made the game more immersive (compared to simple multiple-choice questions).
- The option of a third ethical alternative, beyond the “right choice–wrong choice” dichotomy.
- Rules easy and fast to learn, especially during a trial session, and the smooth game mechanics, allowing players to focus on the themes and scenarios presented.

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OUTCOME & KEY THEMES

Areas of improvement

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Outcome & Key Themes



AREAS OF IMPROVEMENT

- Game cards
- Initial funds management
- Player's choices consequences

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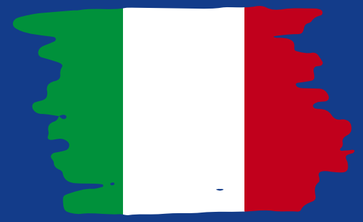
Outcome & Key Themes

AREAS OF IMPROVEMENT

- Players from both smaller and larger groups find the number of cards bigger than necessary.
- Many players noted that some cards, offering specific bonuses, are never actually used the specific situation never occur.
- Money runs out too quickly even with “mixed” play style (alternating between ethical choices and the cost-effective choiches).
- Negative effects are too prominent compared to the opportunities to recover.
- Absence of consequences in some cards regardless of whether the player chooses the “negative” option or any of the “positive” options.

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INTERESTING OBSERVATIONS

About the students impressions

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Interesting observations

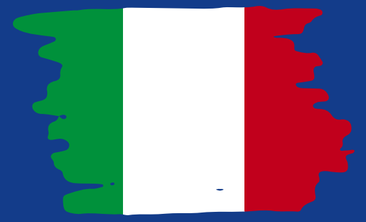


STUDENTS IMPRESSIONS

- Both during the middle and the end game, the students were eager to discuss, with one another, the teachers and the adults, about the information learned.
- Some students immediately asked for clarification about topics they were unfamiliar with, others waited until the end of the game.
- The most frequent questions concerned the laws and procedures in their country and region.

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INTERESTING OBSERVATIONS

About the educators impressions

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Interesting observations

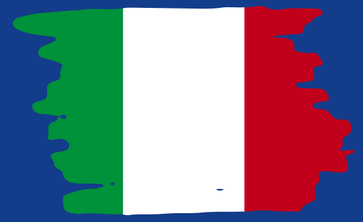


EDUCATORS IMPRESSIONS

- Learning approach offered by a game greatly facilitates the learning of complicated and/or tedious concepts.
- Choice of a physical format promotes social interaction and prevents screen fatigue.
- Physical manipulation of the playing cards and game pieces, helps activate that brain section responsible for memory.

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GOOD PRACTICES

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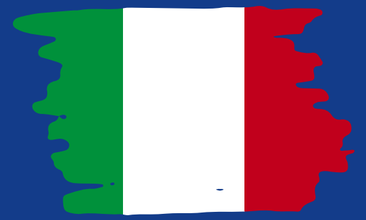
Good Prtactices



- We believe this product can be used not only in schools but also in various youth organizations that can be interested by these topics.
- Financial education is relevant also to adults who haven’t had the opportunity to receive education on the subject. The board game format could be well-suited for this purpose thanks to the learning facilitation mentioned earlier.
- The format could be developed for different topics and it could be integrated in a mobility experiences providing a wider range of conversation topics and opportunities for comparison

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THANK YOU

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