



FINAL REPORT OF THE SECOND TPM

PROJECT: 2022-1-ES02-KA210-YOU-000080755, “Jóvenes y Videojuegos ¿Sabes con qué juegas?”

Attendees from:

FEJAR:

- Lucía Fernández López
- Gerardo Rodríguez Velo

INNODXT:

- Francisco Javier Lavandeira Mejide
- Rogelio

SUNN COOP COOPERATIVA SOCIALE:

- Giacinta
- Fulvia Prever

ATENEA PROJECTS LDA:

- Nacho

The second TPM of the European project funded by Erasmus + took place in Milan, on 12 and 13 February 2024, attended by all the entities belonging to it as FEJAR, as coordinator, SUNN COOP Cooperative Sociale, Innodxt and Atenea Projects. The first day the meeting started at 15:30 h and ended at 20:00h, taking place at the headquarters of SUNN COOP COOPERATIVE SOCIALES. And the second day started at 11:00 h, ending at 13:30h.

On the 12th we started with the compilation of the material so far, including photos and videos, as well as the results of the tests that were carried out in different schools in Italy and Spain.

We also checked all the data uploaded on the YOUNGAM project website to confirm that everything was properly uploaded, reviewing everything that needed to be modified, added or deleted.



A deadline is set (29-Feb) to take the self-evaluation test carried out by the team working on the project to the schools and to take photographs to show later what has been done by each entity.

It is confirmed that the products that have been produced have been applied to the target population, including parents, pupils and teachers.

Later on, you go back to the website and check activity by activity what has already been done and what is still to be confirmed or completed. With regard to activity number 2, it was decided to put the video game videos directly on the website, thus avoiding redirecting people who are interested in information about what has been done to any other page.

It is also observed that in the diagnostic test activity, there is not a great similarity in the results when completing the test with respect to what was initially stipulated. Therefore, it was decided to reformulate the scores of the answers when filling in the form and 4 different values were decided (NOT AT ALL 0, SLIGHT 1, MODERATE 2, SERIOUS 3). Here it will be seen that depending on the score obtained, it will be possible to observe what type of gambler the person is and whether or not he/she has an addiction problem. The established scores are as follows:

1. 0 – 15: recreational
2. 15 – 20: at risk
3. 20 – 30: occasionally harmful
4. 30 ó +: pathological gaming/gambling

In addition, we will also review the existing accounts on social networks and create content for them, with the intention of disseminating our project and material and reaching as many people as possible. Personal hashtags will be added and a link will always be placed indicating the content of our website.

Each document has to have 3 components, EU confunded, project logo and disclaimer annotation. Therefore, the logos used in each material are verified and confirmed to be correct, thus modifying any document that is not corrected.



On the 13th, we started the TPM with the exhibition of videos explaining different video games to show to teachers from different schools so that they can later apply them in class, using video games as an educational tool. These videos were made by ATENEA.

As a result of this exhibition, an explanatory video must be chosen by each entity to be shown to the teachers of the schools of the relevant country. So it is concluded that FEJAR will be in charge of Dragonbox, SUNNCOOP Kahoot, ATENEA Minecraft and Innodxt Immune attack, setting as deadline the 9th of April to provide photos and mini-video showing that finally has been taken to the classrooms capturing the dissemination of the activity, which then will also have to be uploaded to the website.

Afterwards, the digital magazine is shown and how the content of the magazine will be divided is prepared:

1^a. Page – Cover with logo and project name

2^a. Page – Disclaimer

3^a. Page – Presentation of the partners involved in the project

4^a. Page – Sample of photographs at the different face-to-face meetings (TPMS)

5^a. Page – Video game studio (adding in this section a title, photos and a link to what has been done, which will be posted on the website).

6^a. Page – Games and Activities, the same from this activity as on the previous page.

7^a. Page – Diagnostic Test, put a sentence like, Do you want to know your level of activity with video games?

8^a. Page – Manual of Good Practices informing families, adding photos of when the activity was carried out and a link to the website to view the manual.

9^a: Page – Video games as learning tools, adding a title to this page and linking to the website by attaching photos you have of each of the entities.

Finally, and to conclude the TPM, the "Day of the videogame" is discussed and decided, establishing the 9th of April, where at least 4 photographs of each country will



be disseminated through the web and social networks, taking to the schools the dissemination and different activities related to the celebration of this day.