

## **FINAL REPORT OF THE FIRST TPM**

**PROJECT: 2022-1-ES02-KA210-YOU-000080755, "Youth and Video Games Do you know what you play with?"**

Attendees from:

*FEJAR:*

- Lucía Fernández López
- Juan José Lamas Alonso
- Gerardo Rodríguez Velo

*INNODXT:*

- Francisco Javier Lavandeira Mejide
- Rogelio

*SUNN COOP COOPERATIVA SOCIALE:*

- Mauro Croce
- Fulvia Prever

*ATENEA PROJECTS LDA:*

- Nacho
- Sonia

The first TPM of the European project funded by Erasmus + took place in A Coruña, on 23rd and 24th November 2022, attended by all the entities belonging to the project such as FEJAR, as coordinator, SUNN COOP Cooperative Sociale, Innodxt and Atenea Projects. Both days the meeting started at 16:45h and ended at 20:00h.

On the 23rd we started with the presentation of the entities and continued with the exhibition of the web page that has been created specifically for the project, as well as the logos that have to be used in the different documents during the realisation of the project.

We also had the debate about the first activity of the project, being FEJAR the leading entity of this activity with the support of the other participating entities. This activity

was the "study of the weekly hours dedicated to the use of video games and the socio-family context of the gamer". It was agreed to carry out questionnaires in schools and sports clubs both in Italy and Spain, with minors between 13 and 17 years of age, in order to later draw up reports that will allow us to know statistically the average time spent on video games by young people and what profile exists.

The next point focused on the second activity of the project, being "the construction of games and activities using them as physical activities, based on video games". This task, as it was planned, will also be carried out in both countries, and later on a group test of the attitude of the group when playing the indicated game will be carried out. Finally, we wanted to focus on the dissemination plan of our website and how to relate it to the dissemination on social networks.

On the 24th, we begin the TPM with the presentation of activity 3, an "online diagnostic test of video game addiction", the entity in charge of carrying it out will be SUNN COOP and will write 10 short questions, in which after answering them, the young person will be able to identify him/herself with the corresponding addiction profile according to the answers obtained.

Later, activity 4 was exhibited, the main objective being "to develop a manual of good practices to help families in the family environment". FEJAR, together with the support of the other entities, will be in charge of collecting preventive measures with the aim of helping families, thus creating a support manual for them to identify by content and classification by age.

Activity 5 was also seen, being "video games as a learning tool". Atenea will be responsible for compiling a battery of 8 games that can be used in the classroom, with the aim of selecting 4 of them and implementing them in the schools. In this way, video games could be used as a teaching tool and, if they are used correctly, there is no need for them to have harmful consequences.

Finally, they also talked about "the digital magazine and the videogame day". The first of these will consist of collecting images of the entire trajectory, of what the project has been and what it has been based on, in order to create a digital magazine that can be easily disseminated through social networks, website, etc., including images and ICT tools. And the video game day, just as the national no gambling day has been established in Spain and the international responsible gambling day in Europe, a day

will be set aside as an event to celebrate the video game day. Two high schools will be chosen, one in Spain and one in Italy, and on this day, the students will collect educational games that have been proposed during the project and later on they will carry out information workshops on the responsible use of video games and preventive measures, thus opening a debate on this topic.