



IDEC PBL

Change the game, not Africa!

Project newsletter #3

BUDAPEST MEETING SUMMARY

Another milestone in our curriculum development project!

We told you earlier that we are also developing a university curriculum, a so-called serious game.

Our motto: Change the game, not Africa!

This time we hosted the international partners of the project in Budapest.

The current international workshop of our Erasmus+ funded IDEC PBL project was held in Budapest on 30-31 May. At the end of the workshop, we organised a sightseeing cruise - we wanted our guests to have a memorable time with us, and we think we succeeded!



The Foundation for Africa hosted the University of Szeged, STUCOM in Spain and the University of Lyon in France.

The development of an educational video game has entered a new phase: the story of the game has been made more exciting by the creators with animated drawings, videos and sound captions. The game has been tested by all participating organisations and the first story thread will be finalised based on feedback from colleagues. In parallel, the remaining four story threads will be finalised by the partners, and animations and sounds and music will be added to these threads in the coming months.

The project will be completed in a year's time and will result in the production of an instructor's manual and a questionnaire to measure the knowledge acquired through the game, as a complement to the educational video game. More information and related podcasts and newsletters are available on the project website (IDEC PBL - idec-pbl.eu).



SERIOUS GAME IN PROGRESS

After many months of planning and development, the first two storylines of our serious game have reached the stage where we can now test the game on a wider scale.

During the beta testing, partners involved students and colleagues in the testing, and for the first time in the life of the project, we had the opportunity to hear from complete outsiders about our work. The feedback was extremely varied, and we would like to thank once again all the testers for this.

During the meeting in Budapest, we synthesised the feedback from the testing and identified and prioritised the further development directions needed, which included technical, content and design aspects.

As a result of the beta testing, one thing became certain, both students and teachers see such a serious game as an opportunity and look forward with us to the release of the finalised version.



INTERNATIONAL WEEK AT SZTE

During the International Week held in Szeged, Hungary, we showcased the current state of our game, providing more than 30 attendees with a detailed overview of its progress and key features. We conducted an interactive workshop using the brainwriting method, engaging participants in a series of thought-provoking discussions. We asked attendees for their insights on what makes a serious game effective and the critical factors to consider when integrating serious games into educational settings. These valuable inputs will be presented in our handbook, ensuring it addresses practical and theoretical aspects of serious game development and implementation.



An interesting development emerged during the discussions: the EUGLOH initiative, of which the University of Szeged (SZTE) is a partner, is also developing a serious game. Our session provided them with useful insights into the challenges we have faced, fostering a productive exchange of ideas. This has initiated the exploitation of synergies between the two projects, potentially leading to collaborative benefits and enhanced outcomes for both initiatives. The combination of showcasing our game's progress, facilitating interactive workshops, and fostering cross-project collaborations underscores our commitment to advancing the field of serious games in education.

HUMANITARIAN TOURISM AND SERIOUS GAME

Learning by creating solutions to the challenges of international development and humanitarian aid - straight from real life!

About the project

In the Change the game, not Africa! (IDEC PBL) project, we are developing an interactive serious game in English, which will be used mainly as a teaching tool for universities. The development team of the game, which includes the University of Szeged, Foundation for Africa, Stucum Institute of Barcelona and the Lae Lyon University of Lyon, aims to create a curriculum that combines practical knowledge with academic experience and state-of-the-art pedagogical methods, in an international collaboration, bringing together different disciplines.

In particular, we aim to provide up-to-date knowledge for students who are interested in international development or who are studying specifically in the field of global, economic, development or humanitarian aid organisation. Once published, the game will be available free of charge via the project website (<https://idec-pbl.eu/>), expected from the second half of 2025.

What is a "serious game"?

The term "serious" is generally used to describe video games used in the education, science, health, politics and arts industries.

A serious game or applied game is a game designed for a primary purpose other than entertainment (source: Wiki)

What is the game like?

An interactive, online adventure through the serious game - the curriculum takes you on a journey into the life of entities (NGO, Government's development agency, or company) involved in international development and humanitarian aid. You will learn about the challenges they face in implementing projects - be it environmental impact, lack of resources or other unexpected events - and about good practices and best problem-solving strategies.

The Foundation for Africa is writing the story of the game based on real-life situations

The Foundation's recent humanitarian tourism project is a great example of the kind of situations you can encounter in a game.



As part of the humanitarian project, we wanted to create a vegetable garden next to the La Providence orphanage to give the children's meals a little more variety. The task was not easy : we had to landscape the garden and teach the residents and staff of the orphanage what they needed to do to ensure that the garden would have plants in the future.

It was a great help that the humanitarian tourists were all enthusiastic about plants and interested in gardening, headed by a horticultural engineer who coordinated and guided the work. The team was also joined by a former orphan who had recently graduated as an agricultural engineer. The children of the orphanage also helped diligently with the work.

The project was a success, thanks to the joint efforts of the humanitarian tourism team and the orphanage team. The delicious produce from the small garden will hopefully soon be available for the orphanage's residents to taste and apply what they have learned in the future.

About our future goals

In real life, unlike in serious games, we experience the consequences of our decisions, which can affect our projects in a positive or negative way. A video game for educational purposes helps to model previous experiences and good practices, thus facilitating knowledge transfer and developing problem-solving skills in learners.

The game develops several storylines, changing perspectives and focal points to provide a complete picture of institutions and organisations working in the field of international development and humanitarian aid, their operational strategies and opportunities.



INTERESTED IN MORE?

If you are interested in the IDEC PBL project, join us, do not hesitate to visit our website, where you can find more information:

CONTACT US FOR MORE INFORMATION



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<https://idec-pbl.eu/>

*College Othniel, Kinshasa,
DR Congo Students at the College Othniel School which founded by the Foundation For Africa
Photo: Foundation For Africa*





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