



IDEC PBL

Change the game, not Africa!

Project newsletter #1



Project objectives and interviews with the partners

The aim of the project is to improve and diversify higher education through bringing the field of international development cooperation closer to students. This will be reached by developing a serious game on the topic, introducing challenges based on real life, and educating youth in a user-friendly and practical way.

Where did the idea for this project come from?

The project answers to the niche in higher education curricula, where IDEC is usually underrepresented, while our needs analysis showed that students are keen on learning more about the topic. By assuming our part in the responsibility of raising a generation that is sensitive to and engaged in global challenges, we created this project as a first step to involve youth.

What other principles is this project based on?

The project is based on the principles of cooperation and innovation, which help partners to openly exchange ideas and create a tool that will raise awareness about global issues in international development cooperation.

What is your role in the IDEC-PBL project?

Taking a personal interest in the topic and aim of the project, I was engaged from an early stage on. I took part in developing the project concept, and during implementation, I support the project manager and take on tasks of expertise as well - Nóra Sebesi, professional implementation staff.



Nóra Sebesi

Project objectives and interviews with the partners

Where did the idea for this project come from?

Foundation for Africa has been working in the Democratic Republic of Congo for more than 20 years. SZTE invited us to the project, as the oldest and most experienced Hungarian NGO working in Africa. We were asked to share our experiences and practical knowledge on IDEC.

What other principles is this project based on?

Throughout our more than two decades of work, we have always strived to put into practice the knowledge and good practices we have acquired in a variety of sectors. In developing a serious game, we are able to mix many perspectives, whether from the diverse backgrounds of our partners or from our own experience.

What is your role in the IDEC-PBL project?

As a project coordinator at the FfA Nóra Sanockiné Végh gained experience in our African projects. Based on it, she will create the story line from the point of view of an NGO and the Hungarian government. As a communication expert Anna Sikó manage the social media platforms, maintain the branding elements and help develop the framework story.



Anna Sikó



Nóra Sanockiné Végh

Where did the idea for this project come from?

As a partner University of Szeged we have been invited to join the project and bring our expertise in serious games and project based learning. Students are more and more eager to learn by doing and the project was a great opportunity to make them experiment while raising awareness on international cooperation aid and the challenges faced by Africa.

What other principles is this project based on?

The project is based on collaboration between partners, each of us bringing our own expertise and a thinking out of the box approach both in terms of content and design of the game. Openness to the worlds and is also key in the project, both for us participants and for students who will be playing the game.

Project objectives and interviews with the partners

What is your role in the IDEC-PBL project?

Jérôme, Catherine and myself (Mathilde) are mainly in charge of the second work package consisting in a literature review about project based learning and serious game, the collection of good practices for serious games and real life problems integration in higher education. This will lead to the creation of a handbook on how to design a serious game and integrate it in an academic context.



Jérôme Chabanne-Rive



Catherine Glee-Vermande



Mathilde Desplans

Where did the idea for this project come from?

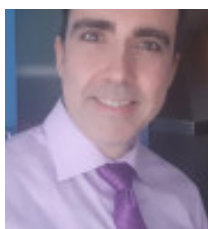
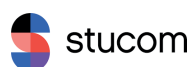
Stucom had already been involved in an Erasmus project with SZTE some years ago, ISGEE which aim was to create a Serious Game to motivate higher education students to become entrepreneurs "Entreproly". The impact was so strong and positive that we were eager to collaborate in other projects based on serious games applied to education so when the coordinator of the project Beáta Udvari suggested us the idea of implementing a project to develop international cooperation using serious games we did not hesitate and joined it.

What other principles is this project based on?

The project is based on the principles of internationalization, cooperation, innovation, creativity, motivation, openness of mind and integration.

What is your role in the IDEC-PBL project?

STUCOM provides the technical knowledge on serious games and they create the serious game itself. We also provide information on the Western donors aid activity.



Alex Castel



Charo Cuart

News and transnational project meetings

Barcelona meeting - June

The Barcelona meeting took place in June 2023. The main objective of the meeting was to discuss the progress in collecting best practices on serious games and real life problems and to agree on the framework of the serious game we plan in the project. laelyon as the WP2 leader introduced a synthesis on the best practice collection, and it served as a basis to define the framework of the IDEC PBL serious game. All partners introduced their ideas and questions on our serious game and this helped them to define the roles (NGOs, different donor countries) and levels of the serious game. The partners continue with writing the storylines. The next transnational project meeting will take place in Lyon in Autumn 2023.



Szeged meeting - January

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Conference attending

Beáta Udvari was invited to a panel discussion about international development cooperation. This conference was organized on 20 April 2023, in Budapest. She shared the project aims with the participants.



Projects in Africa

Foundation for Africa has implemented several development projects in recent years. Our development activity is articulated around the socio-educational nexus. In 2022 in Goma, capital of Northern Kivu province of the DRC we reconstructed a school for 300 students and 7 homes for local families after the eruption of Mount Nyiragongo volcano. In the same year we constructed the Bethesda Clinic in Kinshasa, where Munganga slum area dwellers can benefit from healthcare services.



Education is at the heart of our work. Thus our La Providence orphanage is situated next to our College Othniel school that provides education for students from the age of 3 to 18. University education can be financed by Hungary Helps scholarship programme that enables 30 african students to study in their home countries in DR Congo, Mali, Uganda and Kenya - this consortium is also led by FfA.



Our mission is to ensure that practical experience is effectively integrated into theoretical education. Inspired by this cooperation FfA has given a new impetus to its Global Talent programme which aims at helping Central African students studying in Hungarian universities. FfA aims at playing a facilitator role between all actors concerned: students, universities, embassies, recruitment agencies, and companies providing traineeship programmes.





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*