

# Game4CoSkills NEWSLETTER

Mobile game for cognitive skills development and concept teaching for adults with intellectual disabilities

# Improving Adult Learning Opportunities

Introducing the project

The Erasmus+ project "Game4CoSkills" aims to create a mobile game for the development of cognitive skills and idea education for adults with intellectual impairments, which can be used individually or in a group setting. The mobile game incorporates a variety of cognitive skill development and idea teaching tactics. The difficulty of the game increases as the player's skills Adults with intellectual improve. disabilities can benefit from assistive technology systems, such as mobile games, that can help them study, communicate, play, and be more autonomous in their daily life.

## **Project Results**

The are 4 project results that the project intends to achieve:

- 1. Cognitive skills development and concept teaching scenarios it will showcase the innovative use of ICT technology in the development of cognitive skills and the concept teaching.
- 2. Mobile game for cognitive skills development and concept teaching will include eight games on colour, memory, math, accuracy, logic, dexterity, multitasking and attention to detail.
- 3. **Trainers' toolkit** will identify the requirements, scenarios, instructional methods, training requirements, and objectives, as well as the methodologies.
- 4. Policy recommendation report will give a brief overview of material that will assist readers understand the project's accomplishment and provide conclusions and recommendations concerning government policies for novel cognitive and concept training techniques for individuals with cognitive disabilities.

## **Online Kick-off Meeting**



The kick-off meeting took place on the 6th of January 2022. The consortium met online and after a brief introduction and partners presentation, the team discussed the first project result and designed a plan for the tasks related to the first intellectual output. The projects' next steps were also reviewed during this meeting.

#### The Partnership





Coordinator - INTERACTIVE 4D (I4D) is a French SME established in 2003.

Austrian Association of Inclusive Society (AIS) is a non-governmental





SYNTHESIS Center for Research and Education is a pioneering organization take part in actions that improve individual lives, enhance social inclusion, and

**Eurasia Innovative Society Association** is a non-governmental organization





**EURO-NET** is a not for profit association that is a member or associated member



#### Stay connected!



https://www.facebook.com/Game4CoSkills



game4coskills.eu