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3rd Article: Intellectual Output 4 – Online learning game

CRITICAL Project

Critical information for immigrants regarding parenting to promote social inclusion

CRITICAL is a three-year Erasmus+ Strategic Partnerships project, which began in 2020 and is set to end in August 2023. The CRITICAL Project is being implemented by a European transnational partnership of organizations comprising of *Folkuniversitetet* (Sweden), *Dimitra* (Greece), *PROMEA* (Greece) and *FISPE* (France).

The overall aim of CRITICAL is to develop training materials and tools destined for educators and social workers working with migrants and refugees, adapted to country specific conditions. The content of the material is dedicated to the provision of critical information to the target group, regarding parenting and health, in the prism of the promotion of their social inclusion. The project is divided into 4 Intellectual Outputs which will permit the development of a methodology to facilitate the use of these training materials in the existing context and training opportunities in each of the partner countries.

IO4 – Online learning game

During the last phase of the CRITICAL Project, the partnership focused on the development of an Online Learning Platform, which, in the form of a game, hosts the training materials produced during the previous stages of the project and aims to help migrants understand and act in accordance with the host country's rules and values about health and parenting.

The CRITICAL online game, developed by PROMEA with the support of the CRITICAL partners, aims to assess the knowledge gained through the project's results in a fun and interactive way. It is quite easy to follow and understand, especially for those immigrants who are in the beginning of their learning path, and for users with low digital skills.

To that end, the contents of the online game have been revised according to the stakeholders' feedback. More specifically, the training materials were tested directly with the trainers and immigrants in all partner



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countries, before they were developed as an online game, which helped us adjust its contents and methodology better to the target group's needs. This was made possible through the involvement of locals for the creation of interaction that promotes inclusivity.

The online game consists of 2 learning units:

1. Health
2. Parenting, and Equality and Inclusion

Created as a drag and drop game with pictures and statements – adjusted to the context of each partner country – each theme covers 14 or 15 different subjects, and each subject consists of 4 pictures and 4 pieces of text to be matched with each other. Only the Swedish version is a little different than the rest, as it was created as an informative handbook on health and parenting, adapted to Swedish needs.

The game covers a big number of questions regarding parenting, health and equality and its aim is to create a safe environment for immigrants to not only learn about the situation in their host country, but to reflect on the situation in their home country as well. Through the game, migrants and refugees will gain more knowledge on societal aspects and norms, national regulation, health information and services, parenting advice, services/benefits that are offered in their host country in terms of health and parenting, etc.

During the last 2 months of the project, the pilot testing of the online game has been underway. The online game is being tested with dozens of adult educators, social workers and immigrants in Greece, Sweden and France, the majority of whom have found the online game interactive, useful, and very easy to navigate. The target group's overall positive feedback on the technical aspects of the online game added value on the fine-tuning and finalization of the project's final result.

The finalized online game is to be available to the public at the end of the project through the project's website in 4 languages: English, Greek, French and Swedish.



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