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Newsletter

Vol.4

The Young Archers Project

The Multiplex edu-game



YoungArchers



Disclaimer

The Young ArchHers project is co-financed by the ERASMUS+ program of the European Union and will be implemented from January 2022 to January 2024. Its publications reflect the views of the authors, and the European Commission cannot be held responsible for any use which may be made of the information contained therein (Project code: 2021-1-FR01-KA220-SCH-000034341).



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Project progress

The Young Archers project is a European program promoting the protection of heritage buildings in partner cities (Paris, Nicosia, Athens, and Barcelona), by developing educational materials and tools for primary schools. The project aims to raise awareness on accessibility and inclusion in educational contexts. It also outlines common values for the protection of architectural heritage and provides guidance to primary teachers to enhance the cognitive and soft skills of their students (9-12y/o) through accessible team activities and experiential learning.

To achieve this, Young Archers focuses on providing primary school teachers with an accessible digital educational manifold game to be used both by teachers in classrooms and in field activities, in order to facilitate assimilation of the new knowledge and trigger creativity among their students, and by independent users. Furthermore, the game will help familiarise the players with the architectural heritage outside their own urban environment and at European level.

The 'Young Archers' Multiplex edu-game

Main goals and Objectives

Digital games trigger creativity, synthetic ability, storytelling, and digital skills of its users. Equally offer a set of group and single-player games for users of various age-

related skills and expectations. Their use is believed to be an interdisciplinary approach aiming to boost cognitive and creative skills in players of all ages, and therefore enhance their ability to apply knowledge in practice, to solve problems or answer questions.

The “Multiplex edu-game” is available in all partner languages as well as in English, to include as many children coming from diverse ethnic backgrounds as possible. Furthermore, the games are accessible through the platform and downloadable to a wide range of mobile devices. It proposes a set of inspiring educational activities that leverage the power of play and the efficiency of game-based learning and learning-by-doing practices. Furthermore, incorporates up-to-date accessibility tools and practices, to serve the needs of disabled children.

Guess the building!

This activity will be related to a documented selection of heritage buildings across all participating cities. At each round, players will be offered a set of characteristics that can be found in the accompanying documentation (architectural style, year of construction, key historical references etc.) and asked to identify the building these characteristics are pointing to. For players aged 8+.

Create your walk

Players will be invited to learn about the heritage buildings which are already documented in the walks and then select the ones that will adorn their virtual architectural path across an imaginary city. They will also be offered the possibility

to add heritage buildings they might have discovered in their neighbourhood, if they can provide a short description and a picture. For players aged 7+

Accessible storytelling challenge

Players will be given a set of guidelines adapted to their age, in line with current best practices in creating walks accessible to all users. Materials will also follow Web Accessibility Guidelines WCAG 2.1 in order to ensure materials are also compliant with the European Web Accessibility Directive (2016). For players aged 10+.

Make a postcard!

Users will be offered a selection of heritage buildings) and multiple graphic options and items to create a printable digital postcard/poster inspired by architectural heritage. For players aged 6+

Save the buildings!

Existing endangered buildings across participating cities will narrate their past and explain their current condition. Players will be invited to choose among a selection of building preservation/rescue methods the one(s) they consider suitable for them and will get notified in case of success or failure of their solutions. For players aged 9+

Upcoming Issues

- Multiplier events, project exploitation and sustainability.
- Built heritage awareness campaigns

