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* iNTRo *

Dear

We invite you to plan your days, months, year ahead with us.

This handbook was designed to guide you through a playful challenge of developing a game. Exciting isn't it?

Let me explain it how!

In its simplest form, you take an idea or a concept for a **game**, and you develop, mix, produce a prototype, test, re-think, change, test, develop further, test again etc. until you have a **game**. It is already a good place to start, that you have this handbook in your hands, but it's far from the whole picture. Do not worry at all you have a full year to work on it!

As an extra we collected some handy information for you from the project *Play'Inclusive*, a 26 month long strategic partnership project, where young people went through a game development challenge. The same that you are planning to do now!

Probably you won't read these information every day and will not exactly follow the steps of this handbook during your solo/ team work as young game developer, but who knows when will you need some basic info what you have not thought about and may find some inspiration and motivation to keep going and follow your ideas.

We didn't want to complicate the design of your planner, so the pattern is repetitive. In each month you will find the following pieces:

Monthly inventory - to have an overview of the following month and see ahead all the special days.

Bits - on these pages you will find some food for thoughts, bits of advice which might help you at that stage of your game development process. Useful informations, hints and tips, good practices and some guidance to follow you through all the phases of game development.

Weekly planner - never forget to take notes! Here you will find space to collect your thoughts, learning points, discoveries, things not-to-be-forgotten and memories about the best moments of the development process. Sometimes will give you some inspiration and quotes to keep you on the track.

Game of the month - you are invited to design a game, but in order to design it, you need to play as well. Here are some extra games from us. But do not forget to play as much as you can and always discover and learn new games.

Dashboard - time after time it's good to stop and check the process.

At the end of the planner, there is some old school stuff as well, like a place to plan your travels - hope you will have a lot -, an address book and a trilingual dictionary which are waiting for you. And if you want to know who can support you, just go to these pages to read about *PlayIN'clusive* project and the organisations you can reach out if you are getting stuck in the process.

Surprise!

It's not over! At the back of the book - you will find a pocket - with 2 important little things. One of them is set of pawns to play some of those games we recommended and the other one is a set of stickers. Well, might be useful, and not to mention it is fun! We needed to add it to complete this handbook. Hope you don't mind.

Wish you an adventurous playful 365 (or 366) days ahead!

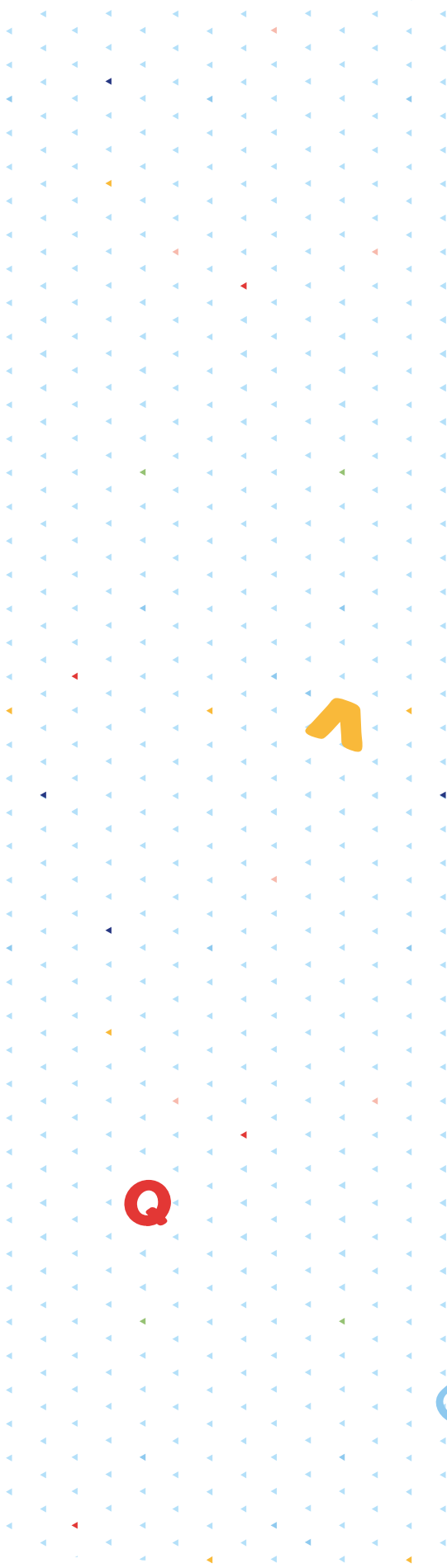


The **PlayIN'clusive - Handbook for young game developers** is one of the outcomes of PlayIN'clusive project co-funded by the Erasmus+ Programme of the European Union.

PlayIN'clusive is a **26 month long strategic partnership project** initiated by young people which aims to promote the importance of gamification within youth work across Europe through developing innovative games for quality improvement of non-formal education in one of the most relevant and up-to-date topic of the field: **inclusion**.

With the development of this project idea we gave the opportunity to young people to take an initiative, to implement their own ideas and turn them into actions in a creative and exciting way. Taking under consideration the needs of our target group, the ideas and initiative of young people as well as the growing problems in Europe creating a society where social inclusion does not appear such an important value, we created the PlayIN'clusive project to provide a creative, innovative solution to these issues.

The aim of the project is to develop innovative outputs to foster the inclusion in European societies through strengthened competences of groups of young people by allowing them to put their ideas into action and create innovative educational tools, especially games for youth and other educational sectors using non-formal methodology.



The activities of the project were created following these objectives:

- › **to develop the understanding** of young people about diversity in societies and the **importance of social inclusion**;
- › **to strengthen young people's sense of initiative, entrepreneurship and volunteering**;
- › **to develop skills and competences** of young people **about gamification** and how to put their ideas into action to create an innovative tool of non-formal education;
- › **to create games**, offline and online educational tools to promote and increase social inclusion in Europe;
- › **to promote youth- and learner-centered approach** in non-formal education;
- › to create innovative outputs for **dissemination and multiplication** for quality improvements of the **European youth work**.

The project provided the opportunity for groups of young people to put their ideas into action and create innovation tools for inclusion useable in non-formal education. Groups of young people were invited to participate in a long-term challenge/competition and using their own creative side to develop games which will be used in non-formal education across Europe.

During the project we organised three **learning and training activities** reaching out to about 40 young people from Spain, Turkey and Hungary. Participants could learn about the understanding of the **importance of social inclusion** and also about **how to use gamification techniques in youth work**. There are 10 teams competing with different games developed by them until

the final selection of the 3 best ones for further dissemination in the European youth field.

This special handbook was edited and designed by young people to young people about how gamification and game development process can be used to turn ideas into actions and to support the development of individuals' learning and youth work in general.

Gamification in this project was not only the basic topic but also **a method we use to motivate young people** to be active actors of this project. Organising this project in a framework of a competition made it an existing task which feels more like game. Through this element of playfulness, we intended to keep the motivation of the young people to apply in practice what they learned which will improve performance and involvement in youth work.

Project Website: playinclusive.com

Project Partners:

AC Amics de la Biblioteca de la Fonteta, Spain › amics.eu › admin@amics.eu

Yaygın Eğitim Merkezi Derneği, Turkey › yegitim.org.tr › yegmerkezi@gmail.com

Tudatos Ifjúságért Alapítvány › tudatosifjusag.hu › info@tudatosifjusag.hu

WHY GAME DEVELOPMENT?

Games have always been a very important part of our lives. We do not only play for leisure (of course the fun-factor will always be an integral part of games) but also with some more serious purpose such as **discovering strategies, learning skills and competencies, shaping our values and attitudes** or going through a personal and/or professional development process.

Nevertheless **gamification of learning processes** as well as game development in general is one of the actual trends in youth work. Young people being able to create their own games to raise attention about social issues in our societies will directly support the quality of youth work and other educational sectors. The developed games allows youngsters to create a learning environment for themselves and create a tool for learning and for fun.

Despite this rapidly growing interest of innovate learning and education we are not totally understand application of games in youth work yet and how young people can be involved not only in the final utilization of games but also they can become the most important actor, the creator of new games.

These observations contributed to the departure of the **PlayIN'clusive project** and thus also this handbook, clearly expressed by our mission statement:



“We aim to provide a clear direction to youngsters on how they can step into solo or team-based game development and create innovative tools to be put into practise in youth work contributing to the methods of game based learning”

In this handbook we not only provide you with the basic steps of your own game development process, but we have also collected our **experience** and **some good practises** from young people already went through this adventurous challenge of designing their own games.

With all this we not only intend to fulfill our mission statement, but also to show the diversity and different approaches to games and one of the most simple way to contribute to the development of youth work.

Throughout this handbook, we will guide you through a challenge and the **stages of game development** and game design.

Enjoy your time, discover more games, design according to your own imagination and never forget to PLAY!

THE STEPS OF GAME DEVELOPMENT

Oh yes, this is the beginning of a wonderful 365 (or 366) days.

You are ready to start this challenge and follow the steps of game development with us.

We collected stages you will go through with us, so this month you can collect your motivation, think about ideas, and plan these days ahead.

We must tell you in advance! Game development is never as easy and pretty as you may think so. There will be good days and bad days, inspiration and loose of motivation, ups and downs...

BUT...

You are already amongst the brave few who does not surrender at any point! You will enjoy all the moments of brainstorming, experience creativity and innovation, being determined about the end result and you will also keep going through the time of pressure from testing, the end-less working nights and through all the other challenges arise during the development cycle.

Let's go through the steps quickly, so then you will have plenty of time to plan ahead!

STEP 1. PREPARATION

You are ready to present your game at the moment of getting to the end of this handbook. But before you start this experience it is better to make some steps of preparation.

Play-discover-reflect!

STEP 2: CREATING A TEAM OR WORK SOLO

Building a successful team can be tough because it brings together a variety of opinions, values, experiences, goals, and skills. However, teamwork is always more fun, more ideas, more aspects. Just follow the steps and you will be able to create a magical team.

STEP 3: PLANNING

Developing a game has never been an easy task. Talk about your ideas and requirements, **create your clear vision, set working rules** and **analyse the possible risks**. Planning will be your best friend during the process - so take the time to make it special!

STEP 4: DISCOVERING

Let's start the work with some fun! **Play some games to discover what you and other people like!** Yes, this is the time before you start the development process to get to know more about the needs of your target group and generally how people see different games. So this is it - just start playing and reading reviews!



STEP 5: LEARNING

Do you know how a game can become an educational tool? Or that actually how many things we can learn only by playing? **Game based learning elements are going to be the base for your game.** So learn about what it means!

STEP 6: CREATING THE IDEA

The perfect idea will not just come out of nothing (or you might be a special person and you will just wake up one morning with it) so before creating your final concept of the game, just **make sure you define your idea perfectly.** Feedback from everyone will be very useful, so take some time and talk to people.

STEP 7: DEVELOPING THE CONCEPT AND THE CONTENT

On this step **you will create gameplay mechanics, story, characters, environment, challenges** etc. Are you ready to put your ideas together?

STEP 8: PROTOTYPING

Before proceeding the development, it is the time to **make a working prototype to see how the game will work** and what changes you need to make. Do not worry, just use all the materials you find at home around you!

STEP 9: TESTING

Our testers play through the game and give feedback about all the bugs (if there are such 😊). Make sure all the initially-planned mechanics are implemented and changed during the testing period if necessary.

STEP 10. DESIGNING

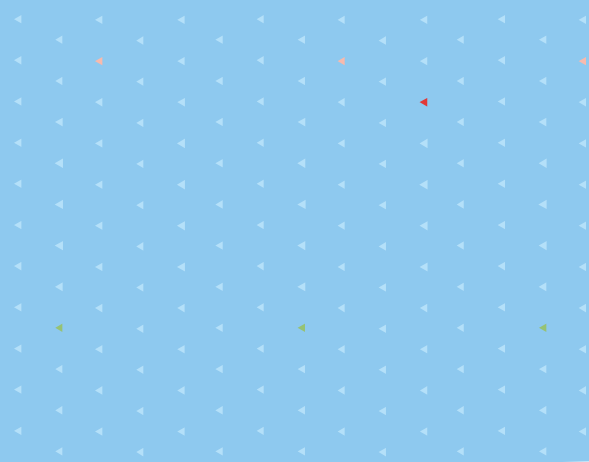
The final formation of the game when the graphic materials are created and finalised. We know not everyone is Monet, so do not be scared to ask for help from a professional if needed.

STEP 11. FINALISING

You are almost ready! Make the last changes and **start to plan the future of your game.**

STEP 12. LAUNCHING AND CELEBRATING

There is no need to explain this. **Enjoy your big moment and celebrate your success!**






INTERNATIONAL DIALLING CODES

COUNTRY/AREA	ACCESS CODE	COUNTRY CODE
Austria	00	43
Belgium	00	32
Bulgaria	00	359
Croatia	00	385
Czech Republic	00	420
Denmark	00	45
Estonia	00	372
Finland	00	358
France	00	33
Germany	00	49
Greece	00	30
Hungary	00	36
Ireland	00	353
Italy	00	39
Latvia	00	371
Lithuania	00	370
Luxembourg	00	352
Macedonia	00	389
Malta	00	356
Netherlands	00	31
Norway	00	47
Poland	00	48
Portugal	00	351
Romania	00	40
Slovakia	00	421
Slovenia	00	386
Spain	00	34
Sweden	00	46
Switzerland	00	41
Turkey	00	90
Ukraine	00	380

JANUARY



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STEP 1. PREPARATION

Soon you will present your game to a wider audience. In order to get ready to take the most out of this experience, it's worth to make some preparation before you start the planning and development process.

Find some time to sit down by yourself or with your team in this month to PLAY and DISCOVER!

1. PLAY SOME NEW GAMES TOGETHER!

- > Try out new games, that none of you have played before.
- > Discover new game mechanics.
- > Check how complicated the rules are.
- > Analyze and rate the game according to the learning experience.
- > Check the design, make notes to yourself what you liked the most in it.
- > And the most important: **FUN FACTOR** - how much did you enjoy the game?

GAME MECHANICS:

- > How easy is it to make mistakes in the game?
- > How much time is spent making decisions as opposed to overhead invested in updating the state of the game?
- > Are the decisions obviously good or obviously bad?
- > Does the game reward long-term planning, short-term planning, or is it so completely random as to not reward planning at all?

NAME OF THE GAME:

DESIGN:

STORY:

RULES:

HOW FRIENDLY IT IS TO NEW PLAYERS?:

2. DISCOVER

What do you think about...

.... the game development process ahead of you?

.... the importance of games in learning?

Why do you want to...

.... develop a game?

With whom do you want to...

.... develop a game?

.... test your game?

What...

.... is the story (concept) you want to tell with your game?

3. REFLECT

- > What are you looking for?
- > What is your favourite game? Explain why to a friend!
- > I need to find some time to chat with...
- > The game I really want to try out is...
- > Today I learnt...
- > A good game is...
- > I will be proud of mine/our work, because/if...

4. START SMALL, AND BE READY TO FAIL

Before you get too excited, please realise that, as with any other skill, learning how to design and develop games takes time and practice. Your first game won't look like the polished games you're used to playing and this is absolutely fine.

So always remember this during your journey: **DO NOT FORGET TO PLAY!**

A large vertical area on the right side of the page, filled with horizontal dashed lines, intended for writing answers to the questions in the 'DISCOVER', 'REFLECT', and 'START SMALL' sections.

A large rectangular area with a light purple background and horizontal dashed lines, intended for writing. The lines are evenly spaced and run across the width of the area.

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JANUARY

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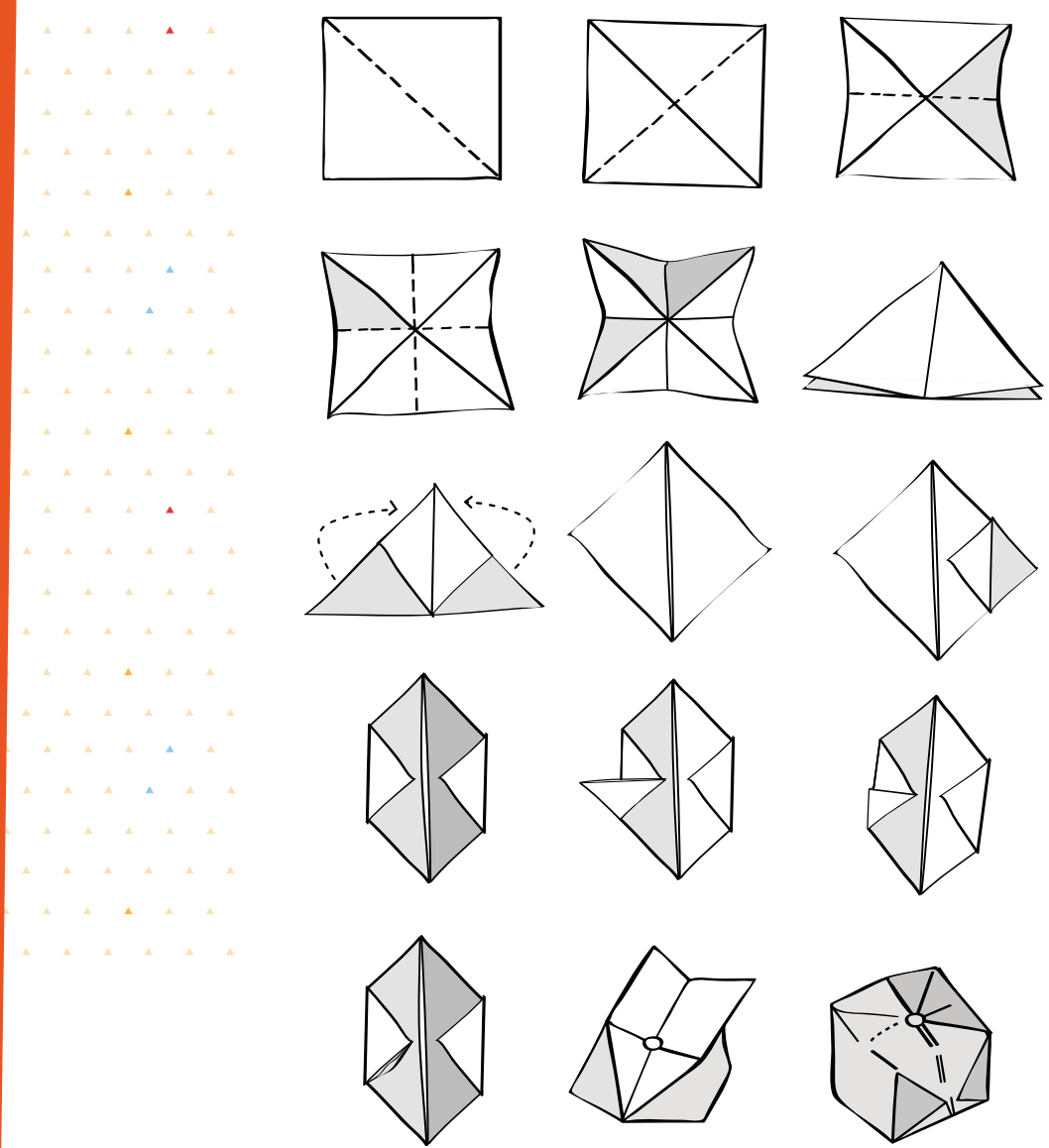
JANUARY

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GAME

OF THE MONTH:

ORIGAMI DICE



SHUT THE BOX

TOOLS

2 dice
paper
pen

RULES

Player 1 rolls the dice and calculates the sum of the two numbers. Player 1 then chooses to cross out numbers that have the same sum as what was calculated from the dice roll.

If the numbers 7, 8 and 9 are all covered, player 1 may choose to roll one or two dice. If any of these numbers are still uncovered, the player must use both dice.

Player 1 continues rolling dice, calculating the sum and crossing out numbers until they can no longer continue.

If all numbers are crossed out, the player say's "shut the box". If not all numbers are crossed out, player 1 determines the sum of the numbers that are not crossed out and that is their score.

If "shut the box" is achieved, player 1 records a score of "0".

Player 2 writes the numbers 1 through 9 and follows the same rules as player 1.

The player with the lowest score wins.

1	2	3	4	5	6	7	8
1	2	3	4	5	6	7	8
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1	2	3	4	5	6	7	8
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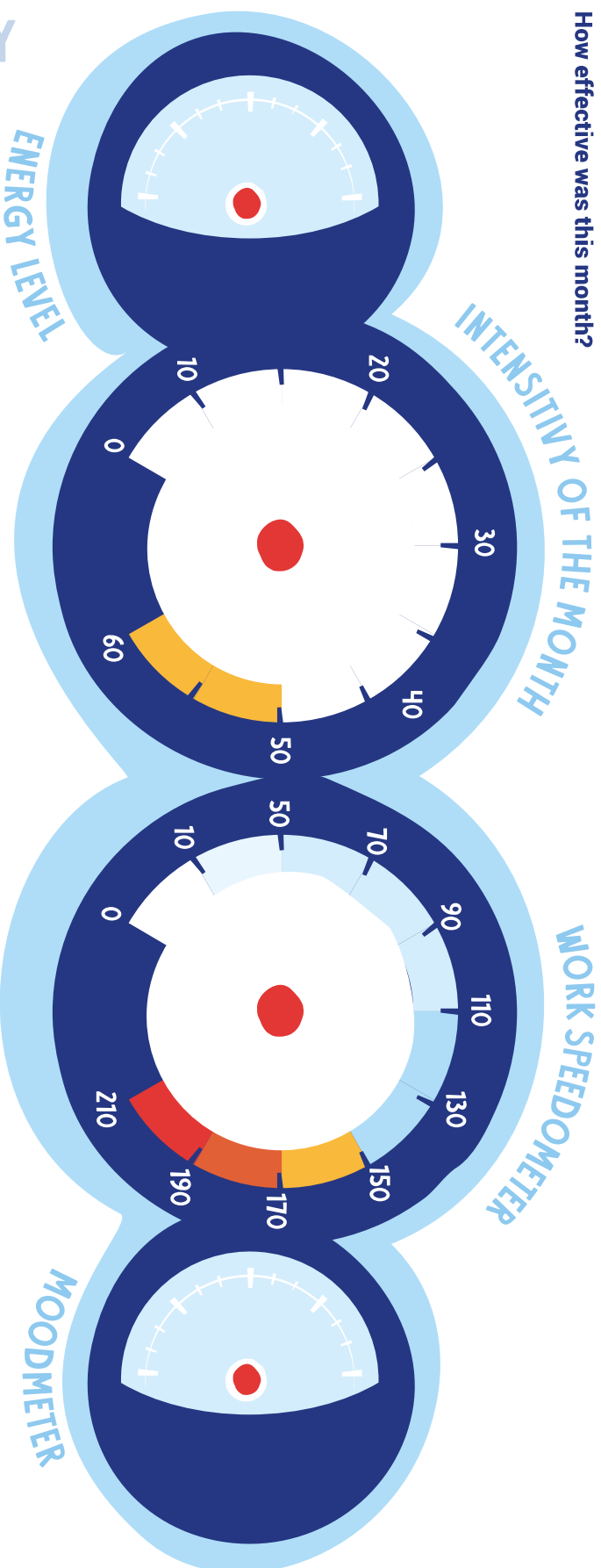
PLAY!

x

It's good to stop time to time and check how was your month. Did you have plans for that month? Did you manage them? How is your energy level? How is your mood? Are you satisfied with the speed of your team's work? How effective was this month?



These are just some of the possible questions you can ask from yourself! Mark your answers on the dashboard or write some lines, or just stop for few minutes and think about your last month.



JANUARY

FEBRUARY



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