



ESCAPERS

Intergenerational
learning and
cultural exchange
methodology
through
ESCAPE Rooms
in care centers
for Seniors

NEWSLETTER 1

November 2024



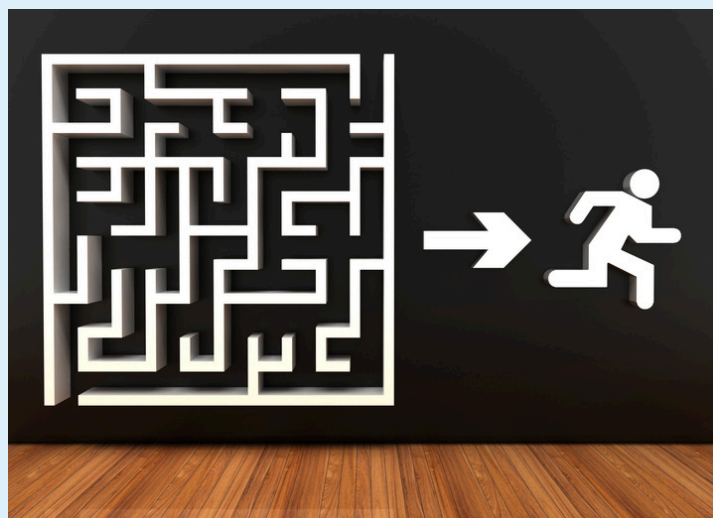
www.projectescapers.eu

NEWS

November 2024



ESCAPERS envisions a future where seniors are valued for their wisdom and contributions and generations come together to learn, connect, and create meaningful memories.



WELCOME TO ESCAPERS WORLD!

ESCAPERS combines the intergenerational and game-based learning approaches to create innovative opportunities for seniors and young adults. How? By developing a methodology, designing 5 intergenerational ESCAPE games, and creating ESCAPERS Local Lab guides.

In particular, the goals of the project are:

- promoting intergenerational game-based learning opportunities;
- fostering social inclusion of seniors 65+;
- activating youngers 18+ in civic engagement;
- empowering seniors with digital skills;
- strengthening the skills of adult educators and relevant professionals.



THE IDEA BEHIND

In 2019 -20, Challedu collaborated with nursing homes to create mystery games within the national project "Mystery in Nursing Home". Over 1500 students visited these centers, interacted with the seniors, solved riddles, and learned about Greece's history.

This inspired the ESCAPERS project, which is coordinated by Challedu (Greece), in partnership with AFAV (Spain), EduVita (Italy), Odd Statue Games (Greece), and Gaiety School of Acting (Ireland).

MEETINGS

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Intergenerational ESCAPE Tour in Lecce, with project partners and EduVita seniors students.



KICK-OFF MEETING IN ITALY

In February the partners met for the first time at EduVita in Lecce (Italy). During the meeting, they discussed the first steps to take to:

- develop the ESCAPERS Methodology for intergenerational game-based learning approach;
- design and create the intergenerational ESCAPERS Games for the target groups;
- empower seniors through inclusion, digital skills, and cultural heritage valorisation;
- support educators and relevant professionals with innovative educational tools;
- create a community of ESCAPERS through local activities and online dissemination.



ESCAPE TOUR IN LECCE

Partners explored Lecce's old town through an intergenerational game-based walk. They played in teams with senior students from EduVita to solve riddles and quizzes about Lecce and Salento history and culture. It was an inspiring start to experience the benefits of bringing generations together through game-based learning. To connect, exchange knowledge, and create meaningful memories together!

RESULTS

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Promoting social inclusion of seniors and cultural exchange through Intergenerational ESCAPE ROOMS

ESCAPERS METHODOLOGICAL GUIDE

The first project result is online! Download the ESCAPERS Methodological Guide and learn how to develop intergenerational game-based learning opportunities and promote social inclusion.

For who? Adult educators and relevant professionals who work with seniors 65+ and young adults 18+

In the Methodological Guide, you will learn about:

- Intergenerational Learning - Overview and practical tips for organising activities
- Game-Based Learning - Overview and how to design educational games
- Good practices of IGL and GBL in care centers and adult education centers from Greece, Ireland, Italy, and Spain.

ESCAPERS WEBSITE ONLINE!

We launched ESCAPERS website, with insights, news and updates about the project.

In the Results section, educators and relevant professionals can access useful training materials and resources to adopt the intergenerational game-based learning approach in their professional practice. Check it out!

