



**Pact4Skills:** Tackling the challenges of the European Education Area to upskill HED students face the transformation in museums and collections with new digital, intercultural, social and entrepreneurial skills (2021-1-CY01-KA220-HED-000031113)

### Call for Students

to join in the 8-hour Pact4Skills Practical Co-Working Training on Game Design,  
online on Saturday and Sunday, 28-29 October 2023,  
10:00-12:00 and 13:00-15:00 (CET time)

Dear Student(s),

We would like to invite you **to participate in our Pact4Skills** opportunity and **attend the 8-hour Pact4Skills Practical Co-Working Training on Saturday and Sunday, 28-29 October 2023, 10:00-12:00 and 13:00-15:00 (CET time)**.

**What is the Pact4Skills:** the Pact4Skills is a unique program, funded by the Erasmus+ Program of the European Union. Students join us from all backgrounds and areas to develop intercultural and entrepreneurial skills, e-skills and competences in the cultural heritage sector. Experts from six countries (Cyprus, France, Georgia, Greece, Italy, the Netherlands) got together to prepare and offer the Pact4Skills program. More on the Pact4Skills: <https://ivetagr.org/pact4skills/>.

**What is the 8-hour Pact4Skills Practical Co-Working Training on Game Design:** participants will follow four two-hour training sessions online on: (1) prototyping, (2) testing, (3) iterating, and (4) implementing Game Design in the cultural heritage sector. We will cover issues on developing the service digital storytelling concept (point of view, dramatic question, emotional content, economy, pacing, etc.), define the hero's journey (implementing the 12 steps, call for adventure, refuse of the call, crossing the threshold, etc.), defining the game play over social media networks (rules, reward, clues, levels, scenarios), defining the game mechanics all resources you need to do the service, and developing the Pitch Game including: Game level definition, Key narratives -Storytelling virtual and real, Challenges faced by the players, Stakeholder map, Players interaction, Key resources for game implementation, Social Media how to host /deliver data virtual and real world, Rewards, Benefits - engagement, Media objects, Costs. For more info: [https://ivetagr.org/pact4skills/project\\_results/pr04/](https://ivetagr.org/pact4skills/project_results/pr04/)

**Training offered by:** Stichting for Education on Agility Liberating Structures, The Netherlands, <https://brickme.org/>

**Certification:** At the end of the Pact4Skills online Practical Co-Working Training on Game Design, participants will receive a EU-recognized certification of attendance.

**(No) Costs, dates, times and connection link:** There is no cost for this Pact4Skills activity. Dates are **Saturday and Sunday, 28-29 October 2023, 10:00-12:00 and 13:00-15:00 (CET time)** via zoom.

**How to participate:** Please register at <https://forms.gle/g2cDg21a63wABQ6N6>. And you will receive a zoom connection link in due time. The language of the Training is English. For further details and/or questions, you can email us at [g.papaioannou@ouc.ac.cy](mailto:g.papaioannou@ouc.ac.cy).

We look forward to receiving your details and welcoming you in the Training!

Best,

Prof Georgios Papaioannou  
On behalf of the Pact4Skills team, Cyprus



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### Aims and Objectives of the Training

- to offer a practical guide towards Game Design in cultural heritage setting in four parts, namely (1) prototyping, (2) testing, (3) iterating, and (4) implementing,
- to present and train in specific tools, including developing a digital storytelling concept, the 12-step hero's journey, the definition of rewards,
- to guide trainees to understand both the intangible and the digital part of cultural services as a strategic innovation,
- to lead trainees to cultivate new skills to match the requirements of the demand side for authenticity and emotional impact,
- to engage the different audiences via the power of storytelling and gamification,
- to abide by EU, 2018: Digital Competence Framework; EUROFOUND, 2018: Automation, digitization and platforms: Implications for work and employment,
- to discuss specific examples

### Resources:

- Beavis, C., O'Mara, J., & Thompson, R. (2021). Digital games in the museum: perspectives and priorities in videogame design. *Learning, Media and Technology*, 46(3), 294-305.
- Bolognesi, C., & Aiello, D. (2020). Learning through serious games: a digital design museum for education. *The International Archives of the Photogrammetry, Remote Sensing and Spatial Information Sciences*, 43, 83-90.
- Ćosović, M., & Brkić, B. R. (2019). Game-based learning in museums—cultural heritage applications. *Information*, 11(1), 22.
- Gestwicki, P., & McNely, B. (2012). A case study of a five-step design thinking process in educational museum game design. *Proceedings of Meaningful Play*.
- Lepouras, G., & Vassilakis, C. (2004). Virtual museums for all: employing game technology for edutainment. *Virtual reality*, 8, 96-106.
- Madsen, K. M. (2020). The Gamified Museum: A critical literature review and discussion of gamification in museums. *Gamescope: the potential for gamification in digital and analogue places*.
- Sakellariou, A. G., & Papaioannou, G. (2023). Museums in the Future as Depicted in Popular Videogames: Looking Forward to Visit or Better Run-run Away?. *Journal of Futures Studies*, 27(3).
- Sanchez, E., & Pierroux, P. (2015). Gamifying the museum: A case for teaching for games based learning. In *Proceedings of the 9th European Conference on Games Based Learning (ECGBL 2015)*. Steinkjer, Norway.
- Schaller, D. T. (2011). The meaning makes it fun: Game-based learning for museums. *Journal of Museum Education*, 36(3), 261-268.
- Seo, S. E., & Kang, J. W. (2021). Hero's journey content and glocal storytelling strategy. *Journal of Korea Game Society*, 21(1), 99-112.
- Symeonidi, A. Z. (2020). *Games design as a curatorial intervention: Rethinking museum representation, meaning-making and agency with games design* (Doctoral dissertation, UCL (University College London)).
- Yiannoutsou, N., & Avouris, N. (2012). Mobile games in Museums: from learning through game play to learning through game design. *ICOM Education*, 23, 79-86.



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