



DALI4YOUTH

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2D game

Dali4Youth project partners have recently completed a 2D game designed for young digital artists. This game revolves around questions related to digital art. The game's design is both fun and interactive, providing an engaging learning experience. The players have the option to select and play as one of the avatars, such as Janis, who identifies as non-binary, or Aija, who identifies as genderqueer. There is a character available for everyone! Young people will have the opportunity to test the game to assess its suitability for integration into their digital art studies. For youth workers, this game will serve as a valuable tool for their workshops when teaching about digital art. It's an exciting development that will benefit both young artists and their mentors!

Piloting

To assess the pilot phase, a structured Methodology for Conducting the Pilot Sessions has been developed. This methodology outlines session objectives, flow, participant grouping, and suggests icebreakers and energizers for engaging workshops. After each pilot session, participants will complete a feedback form to share what they liked and areas for improvement in the game. Partner organizations will use this feedback to enhance the game's quality before its international rollout, with each partner conducting pilot sessions involving 15 young people. The partners are excited to introduce this interactive learning resource to youth organizations across Europe!