

GameTable WG5

1st meeting

Implementation, Dissemination,
Education

Objectives

- Connect all the other WGs and to implement new tools based on the solutions developed through the Action.
- Ensure the right line of research and increase the chance that the developed tools meet the performance criteria, are fit-for-purpose and will actually be used and accepted by all the relevant communities (relevant researchers, educators, and the public).
- This WG will also be in charge of the dissemination aspect, maximising the impact of the Action on the general public, and finding cultural and industrial partners.

Tasks & Activities

- execute the Dissemination Plan assuring the main activities, events, outcomes, deliverables of all WGs have the most optimal visibility and reach the relevant stakeholders;
- coordinate the development of the general game system so that it is user-friendly and can be used by researchers outside of computer science as well as by the public;
- targeting partner institutions and organisations;
- organisation of educational events, including training schools (TS) and meetings;
- creation of different tutorials and videos released on social media channels to promote the results and to make easier use of the AI-based tools produced;
- target meetings with museums: workshops, classes, other programming events with local cultural heritage and games organisations;
- Connect heritage education and game-based learning related activities within Europe and share experience, methodology and best practices;
- production of booklets, videos and tutorials on games, history and mathematics for teacher training, both in primary and in secondary schools;
- organisation of the final conference;
- creation of a digital exhibition on applications of Game AI to traditional games.

Deliverables

- release of an open source **general game system** incorporating the innovations developed by WG1 and WG3 members;
- production of **educational materials** such as booklets, videos and tutorials
- development of **a digital exhibition** to highlight the methods and results of the Action for a public audience;
- production of interdisciplinary **scientific papers** in cooperation with all WGs.

Focus Groups

- General Game system
- Production of educational materials
- Development of a digital exhibition
- Production of scientific papers

Production of Educational materials

- Booklets
- Videos
- Tutorials
- Educational programs based on games/history of games → museum kit/digital/customised in a museum setting