Newsletter #2

i-Game Project is entering "Level 2"!

The project "Building a community for the co-creation of games with high impact on innovation, sustainability, social cohesion, and growth", abbreviated as i-Game, implemented under the "Horizon Europe" Programme, has a lot to share about its work

towards our inclusive and collaborative platform.

The "i-Game" platform will facilitate the participation of a diverse group of interested parties, enriching the community with advanced ideas and backgrounds, allowing the creation of new alliances, solutions, and unveiling new opportunities. Additionally, the collaborative platform will support the project's community, beyond offering a plethora of digital tools, in defining, designing, and implementing relationships, collaborations, and games.

From Desk and Field Research, the Stakeholder Mapping, and the Impact Framework, to the co-creation processes and tools and the co-creation workshop, i-Game's first round set the groundwork for making culture, arts and fashion inclusive to all through video and serious games.

🎮 Join our community and let's co-create inspiring games!

News
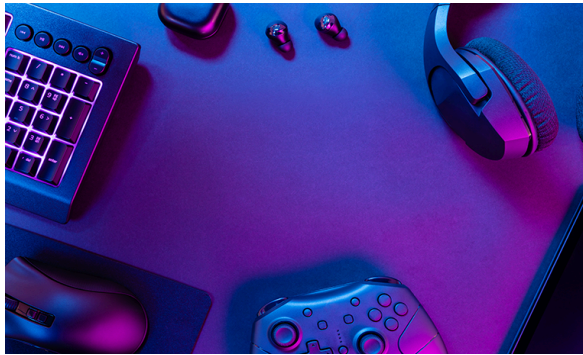
## Joining the Working Group on Gaming and Regulation

The i-Game project through Noémie Krack from our partner KUL Centre for IT and IP law (CiTiP) joins the Gaming and Regulation Working Group. The Gaming and Regulation Working group, is a multi-stakeholders initiative launched by the STERN Centre for Business and Human Rights, part of the New York University (NYU). The aim of the working group is to advance constructive regulation of the video games industry. The working group has recently prepared submissions to the European Commission and Ofcom in response to their call for feedback on the implementation on their respective new data access request provisions focusing on online platform (EU Digital Services Act – DSA) and online services (UK Online Safety Act).

> Read more

"i-Game" on EPIC-WE's stage

Our project partner Museospace Foundation was invited to join the Webinar & Workshop Series from EPIC-WE on January 13th, 2025. The webinar and workshop series aim to enhance knowledge sharing and enable ongoing capacity building and upskilling for creatives industries (CIs), cultural heritage institutions, and higher education institutions to give rise to cooperation between them and youth with the aim of creating games as culture, games through culture, and games for culture.

> Read more
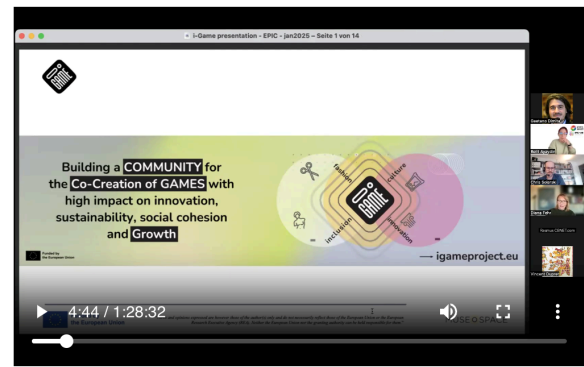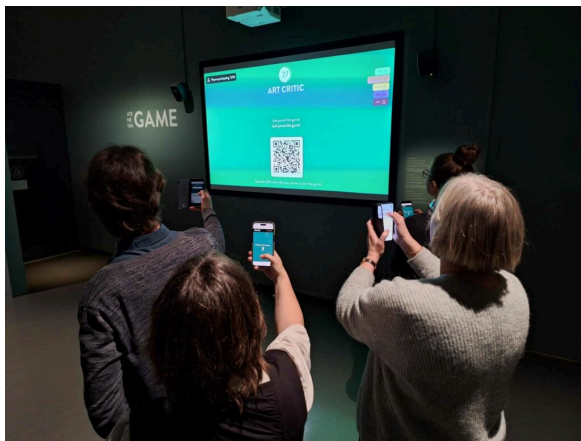
From video games to cultural heritage

In December 2024, the i-Game Estonia team, "Estonian National Museum", explored the work of the Digital Finnish National Gallery Programme, the Finnish Postal Museum, and the Vapriikki Museum Centre. The insights gained will help shape future strategies for digital engagement and cross-sector cooperation.
The Estonian National Museum has been actively mapping and fostering collaboration between museums and the gaming sector in Estonia and Finland. This initiative aims to identify best practices, explore the application of gaming solutions, and address challenges faced by both museums and technology developers.

> Read more

Fostering synergies with EU funded project "CODES – CO-DEsign for Sustainability"

The organizers of the final event of the "CODES" project extended an invitation to the "i-Game" project partners with the aim of co-creating an innovative and sustainable future for the fashion Industry. The CODES Festival 2024, held online on November 26th and 27th, was a resounding success, bringing together creative minds, industry leaders, and sustainability advocates from across Europe.
The second day of the festival focused on future trends, during which, Dr. Makrina Viola Kosti from CERTH/ITI, delved into the role of gaming and new technologies in revolutionizing the fashion industry.

> Read more

Exploring the fashion & textile sector and the gaming community within the framework of primary research in Greece

Professionals from the fashion and textile industry as well as game creators accepted KEPA's and CERTH's invitation to participate in the focus groups, held by the two partners of the "i-Game" project at the premises of Hellenic Design Centre in Thessaloniki, 16 and 17 October 2024. CERTH, lead partner of the project "i-Game, Building a community for the co-creation of games with high impact on innovation, sustainability, social cohesion, and growth" together with KEPA, organized two focus groups under the theme "Games at the service of fashion" with the aim of cross-sectoral knowledge exchange, exploring opportunities for collaboration between fashion designers, game developers and creators of serious games, utilizing cutting-edge technologies and co-design processes, that this project provides through its open source digital platform, which has already started to be developed.

> Read more

Get to Know the "Games for Culture Cluster – GCC"!

i-Game Project is a proud member of the Games for Culture Cluster (GCC) 🎲 🎲
GCC aims to provide evidence and promote the impact that the games can have in European society, focusing on:
• the ethical aspects of the game creation and gameplay,
• the co-design practices to develop games that are beneficial for society,
• innovative technological solutions to improve games in terms of their efficiency for education, skillsets, responsible business models, social cohesion, creativity and more.

> Read more

NOVEMBER 19 | 14:00-17:00
Mondai | House of AI @TU Delft

SYMPOSIUM
Feminist AI
Shaping Ethical Futures

convergence   **Feminist Generative AI Lab**

Photo by Jr Korpa

Gender-based violence and gender gap in gaming

The gaming sector faces a significant gender gap, with women underrepresented in the workforce and often marginalised in-game portrayals. Despite being a substantial portion of the EU gaming community, women players frequently encounter gender-based violence, undermining their experiences and participation in online spaces.
i-Game explored the gender issue in gaming in the research conducted by KUL on the legal and ethical aspects of gaming. In November 2024, N. Krack attended the Generative AI Feminist Lab Symposium and PhD workshop.

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"i-Game" project goes to NEM Summit 2024

Great experience for the i-Game Project giving a talk on "Explainable AI (XAI) in VR Gaming: Enhancing Transparency and Trust" at the NEM Summit 2024 in Brussels, under the "AI for Virtual Worlds" session. Dr. Makrina Viola Kosti representing CERTH, our Project Coordinator, in her speech covered the role of XAI in VR gaming, discussing its benefits for gameplay personalization, trust-building, and regulatory alignment in the EU.

Key points included the impact of transparent AI on user experience, the ethical considerations for inclusive AI, and the technical challenges in balancing immersion with real-time explanation. An engaging follow-up panel discussion with Jason Rambach, Giuseppe Amato, and Giovanni Maria Farinella added further insights on the potential of AI in virtual spaces.

> Read more
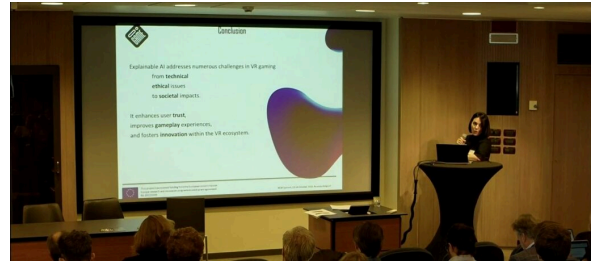
i-Game 4 digital accessibility beyond EU boundaries

"Raising the Floor", one of our project partners with significant international presence, committed to the advancement of social equity through digital inclusion, was among the organizations that framed the 12th annual M-Enabling Summit. The M-Enabling Summit, a global gathering centred on digital accessibility, organized by G3ict, was held from October 15th to 17th, 2024 in Washington, D.C., during which, Gregg Vanderheiden, President of Raising the Floor participated in a Fireside Chat with Sarah Herrlinger, highlighting the need for creating a digitally accessible world for all with a focus on video games.

> Read more

Info Day for Researchers in the Social Sciences and Humanities by "EIT Culture and Creativity" and "Horizon Europe"

On Friday, October 11, 2024, a webinar was held to present the EIT's "Culture and Creativity" programs and the Call for proposals for the 2024/2025 period under "Horizon Europe" Programme. The webinar focused on topics of interest from the perspective of the social sciences and humanities and the cultural sector.

> Read more

The first Plenary Meeting of the i-Game project focused on the simulation of the digital platform

The 1st Plenary Meeting of the i-Game project was implemented on October 9 and 10, 2024, in Rome. Open Impact, one of the two project partners in Italy, hosted the meeting and arranged to be held at the premises of the collaborative space "Industrie Fluviali", an old Woolen Mill and one of the few remaining sites from Italy's industrial age.

During the first day of the plenary meeting, project partners discussed issues regarding the progress level of the activities and work undertaken by each member of the consortium, important milestones from the beginning of the project until current period, such as the deliverables that have been submitted so far, while also defined specific objectives under a certain time framework, which are related to the next steps they need to follow. The second day was dedicated to the simulation of the digital platform based on a co-creation workshop that was led by the project partner, Cookie Box.

> Read more

"Towards a Responsible Development of the Metaverse"

Our project partner, "KU Leuven Centre for IP and IT Law (CiTiP)" joined the International Congress "Towards a Responsible Development of the Metaverse" with the aim of raising awareness of the "i-Game" project and promoting research on the legal and ethical aspects of the development of the metaverse. Ms. Noémie Krack, Legal Researcher and her associate, Mr. Jean De Meyere, PhD Candidate at KU Leuven, took part in the panel discussion on "Virtual worlds, real risks: exploring user safety in the metaverse under the Digital Services Act".

> Read more

The i-Game Podcast

Join the "i-Game" podcast series and find out more about research activities of the i-Game project.

Join the "i-Game" podcast series and find out more about research activities of the i-Game project. This series offers different perspectives from ten project partners, providing insights into their roles and their individual understanding of the project. The show is produced by "MuseoSpace Foundation", a partner of the i-Game project, with Diana Fehr hosting the podcasts. We are proudly presenting the first four Episodes focusing on Inclusive Game Design and Innovation through serious Games.

> Read more

Articles

"Best Practices in Game Development for Museums: Engaging Visitors through Interactive Experiences"

by Diana Fehr, Founder of MuseoSpace, Innovation Manager, Architect

> Read the article on LinkedIn

Setting off the Co-Creation Workshops

At i-Game, we love co-creation sessions because only by bringing together all areas of expertise involved in the project—encompassing both the right and left hemispheres—can we achieve the best results.

A series of co-creation sessions are initiated with the aim of identifying the user's requirements while mapping them within the accessible game design. Future sessions will be delivered either online or in a hybrid form and may entail Game Jams, hackathons, and participative design experiences.

Join the i-Game community and Make the Difference↵

Join our Game Jams!

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 Funded by the European Union