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Building a community for the co-creation
of games with high impact on innovation,
sustainability, social cohesion, and growth



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Gaming 4 Culture, Society & Growth

In European society, video games are significant both as a cultural and commercial industry and as an important aspect of people's daily lives, exhibiting rapid development rates.

Recognizing the importance of video games in the modern cultural environment, the project **"Building a community for the co-creation of games with high impact on innovation, sustainability, social cohesion, and growth" (i-Game)** aims to create an accessible platform for the design and development of open-source games that will facilitate the co-creation of games by different interested parties in ecosystems of cultural and creative sectors and industries (CCSI), to enhance innovation with a positive impact on social cohesion and sustainability.

10 partners from 7 countries work together, following an interdisciplinary approach (inclusive and motivational design, AI, social impact lifecycle), to co-develop a collaborative platform for the creation of games, which will be piloted in 3 different CCSI ecosystems.

objectives

- Attract people from the world of video games, of different abilities, specializations, and expertise, to enable them exploit new opportunities
- Provide a collaboration platform for co-creating games, with the participation of users from different backgrounds and sectors
- Develop an ethical design culture in the video game industry
- Monitor, evaluate, and manage the impact that video games have on different sectors (culture – museums, creative industries, fashion & textile)
- Understand why and how online games positively affect people, culture and society, to develop a new generation of games that improve well-being

key outcomes

- To engage video game stakeholders, to contribute, learn, share and tap into new innovative and economic opportunities
- To offer the space and the tools to co-create applied games that motivate connections and improve skills
- To assess the impact of games on other sectors through specific framework and dashboard, ending to policy recommendations
- To promote social inclusion and innovation through gamification
- To enhance intersectoral synergies (games with CCSI – museums and fashion & textile)
- To strengthen the sector of games
- To assist the digital transformation of CCSI