Call for Participants

Introducing DEMOGAMES:
Game-Based Learning Tools for Democracy Education

1–2 August 2022 in Hamburg, Germany

The German Institute for Global and Area Studies (GIGA) is excited to provide interested practitioners in democracy education with a first look at the results of the research project “Democracy and Games: Analogue and Digital Game-Based Learning Tools for Youth Work (DEMOGAMES).” The workshops offer insights into the educational tools, methods, and materials developed for the purpose of democracy education in formal and non-formal youth work.

Two Game-Based Learning Workshops

In two identical workshops – held on 1–2 August 2022 – we will introduce practitioners to the game-based learning tools developed in the DEMOGAMES project. Both workshops will take place at the GIGA office in Hamburg, Germany, which is nicely located on the famous Binnenalster. The workshop will give an overview of the game-based learning tools developed in the project, allow participants to try out some of the analog and digital games themselves, and provide those taking part with guidance and facilitation tips to implement these tools in their own settings.

Objectives of the Activity

- Provide background information on the eight games of the DEMOGAMES project
- Introduction to game-based learning in democracy education
- Introduction to the Reference Framework of Competences for Democratic Culture and how they can be trained using the eight games from the Democracy Game Box
- Inform participants on how to incorporate DEMOGAMES in their own settings
- Networking among practitioners to exchange ideas on how to use DEMOGAMES

Application and Funding

Application deadline: Extended until 10 July 2022.

Please register with Eilyn Akira De La Rosa Guzman (intern.ilas2@giga-hamburg.de).

We have a limited amount of funding available towards travel and accommodation costs, please let us know if you require assistance.