PEGI
Pan
European
Game
Information

3 7 12 16 18
www.pegi.info www.pegi.info www.pegi.info www.pegi.info www.pegi.info

SPiDOR

mind Cloud

How can you be sure your child uses games responsibly?

You'll learn from the

PLAYING LEARNING CAMPAIGN

Recent research conducted by the Interactive Software Federation of Europe shows that 3/4 of children aged 6-15 are active players. Games, like literature, film and television, are an integral part of cultural life. Games are valuable sources of entertainment and knowledge. However, adults don't always know how best to use games to develop a child and how to manage responsible play.

We have therefore created a nationwide campaign entitled PLAYING LEARNING to inform both parents and educators, and it has been implemented by the Association of Entertainment Software Developers and Distributors and the National School of Programming for Children - MindCloud.

"To use the full potential of electronic entertainment software, children should choose games appropriate to their emotional development and cognitive abilities and informed adults need to be involved to help them.

"The role of parents and teachers in providing children with positive experiences is extremely important", comments Dr Dominika Urbańska-Galanciak, Managing Director of the association, SPIDOR. "The *Playing Learning project is substantive support for anyone looking for ideas on how to use games in developing school and life skills.".*

In the Playing Learning campaign, organizers will provide parents and teachers with an ebook package containing information about the right choice of games for children and teenagers, as well as brochures, apps, and class scenarios. Participation in the project is free of charge – just register at: https://mindcloud.pl/granienauczanie/

"We will conduct teacher training in selected locations. We'll show how to use games for learning, tell about ways to use digital media safely, and answer any questions about games. For the participants of the project we have prepared ready-made materials for use during the lessons," says Justyna Płatek, owner and main methodologist at the MindCloud - Programming School for Children. "We want parents and teachers to learn how to select appropriate games so that time in front of the computer is either learning or at least responsible entertainment", she adds.

By collecting materials for the ebook and game learning scenarios, we use up-to-date international research and have prepared an application that allows users to easily check the PEGI classification of the game and to set up the parental control tools on the various gaming platforms.

Teachers and parents can apply to the PLAYING LEARNING project right now. The first materials will be available on 11.02.2020 – on the occasion of International Safer Internet Day and will appear systematically throughout the calendar year. "We want to invite teachers and parents to think together about playing wisely, create a community of people who consciously treat games as cultural goods and learn how to use them in the best way", concludes Justyna Płatek.

The project partner is PEGI, an organization responsible for the Pan-European video games age classification system, which aims to educate consumers and protect minors from access to potentially inappropriate gaming content.

Contact:
durbanska@spidor.pl
jplatek@mindcloud.pl

For more information, visit www.pegi.info   www.spidor.pl www.mindcloud.pl