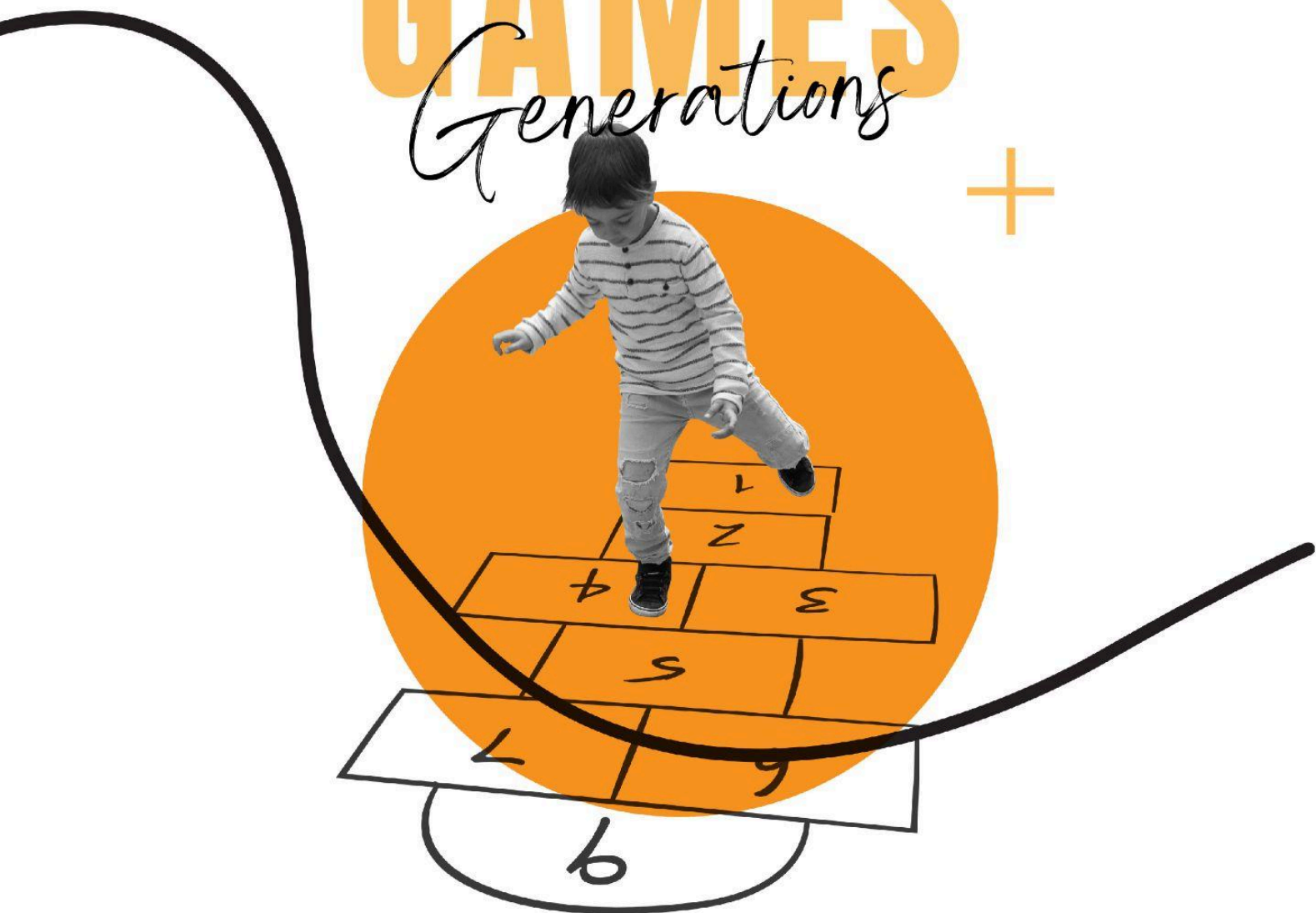


OLD GAMES

For New
Generations



BOARD REPORT

101089810 - Old Games For New Generations
Erasmus+ Sport-2022-SSCB

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Disclaimer

The present deliverable reflects only the author's view and analysis based on the different dissemination activities under the project “Old Games for New Generations.”

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● Introduction

This report presents an overview of the Erasmus project "Old-G for New-G," focusing on traditional games and sports. The project's main objective was to revive and popularize traditional games among youth aged 15–20 by facilitating research, data collection and dissemination activities. This 15-month project involved participants from multiple countries working together to achieve these goals.

● Project Summary

The Erasmus project aimed at recognizing and promoting traditional games and sports that are being forgotten or less preferred by the youth. Participants researched these games within their local cultures, compiled the data, and utilized it during mobility activities. The project produced an E-book and game cards to preserve and disseminate the collected information. A total of 140 individuals, including 20 researchers, 8 mobility participants, and 120 individuals involved in dissemination activities, will be engaged in this project.

● Objectives and Goals

1. **Data Collection and Research:** Organize trips and activities for young participants to collect data on traditional games and sports, engaging them actively in the process.
2. **Knowledge Sharing:** Enable participants to share their acquired knowledge with peers through various activities, ensuring wider dissemination of the information.

● Expected Outcomes

- Creation of a program involving at least 10 participants aged 15–20 for data collection from rural areas and elderly individuals.
- Development of e-books and game cards based on the collected data, reaching at least 120 children and young people through school activities and dissemination events .

● Project Implementation

The project implementation team, known as the PREA Team, oversaw participant selection, preparation and coordination before mobilities. The selection process involved evaluating application forms, measuring participants' knowledge and experience and assessing their motivations through video submissions. The team was also responsible for technical infrastructure, procurement, human resources and logistical support .

• Quality Assurance and Monitoring

The project includes both internal and external monitoring and evaluation. Qualitative and quantitative indicators will be used to assess the achievement of project objectives. The monitoring and evaluation team (ME Team) will coordinate these efforts, ensuring that progress is tracked and reported accurately .

• Work Plan and Activities

The work plan was divided into several key tasks and activities:

1. **Coordination of Technical Activities:** Ensured the smooth execution of technical aspects and interconnection of all project components.
2. **General Management:** Handle legal, contractual, ethical, financial and administrative aspects of the project.
3. **Knowledge Management:** Coordinated activities related to knowledge dissemination and usage.
4. **Conflict Resolution:** Established mechanisms for resolving conflicts and guiding the project's strategic direction.
5. **Technical Infrastructure:** Set up the necessary technical infrastructure for effective communication and coordination.
6. **Financial Management:** Oversaw financial aspects, ensuring timely reporting and management of project funds .

• Dissemination and Sustainability

The project emphasized communication, dissemination and visibility to ensure long-term impact and sustainability. Activities were designed to maximize the project's reach and ensure that the results are widely accessible and used beyond the project's duration. This included creating materials such as E-book and game cards that were and will be distributed and utilized by various stakeholders across different regions .

• Conclusion

The Erasmus project "Old-G for New-G" represented a significant effort to revive traditional games and sports, promoting cultural heritage and intergenerational learning. Through well-structured activities, robust quality assurance measures, and effective dissemination strategies, the project aimed at creating a lasting impact on participants and their communities.



OLD *For New* GAMES *Generations*

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