

PARTNERS WHO WE ARE

Adventures Are Better Shared!

brings together three organisations from Italy, Iceland and Sweden, combining expertise in adult education, social inclusion and gaming culture.

Close in the Distance — Italy

Works in **adult education** and social inclusion, exploring digital culture and **video games as tools for learning, well-being and connection**.

RÍSÍ — Iceland

Promotes the development of **esports** and supports a healthy, **inclusive and responsible gaming environment**.

Sverok — Sweden

Brings together and supports **communities devoted to video games**, esports, role-playing games, board games and other forms of gaming culture.

CONTACT US



close_in_the_distance



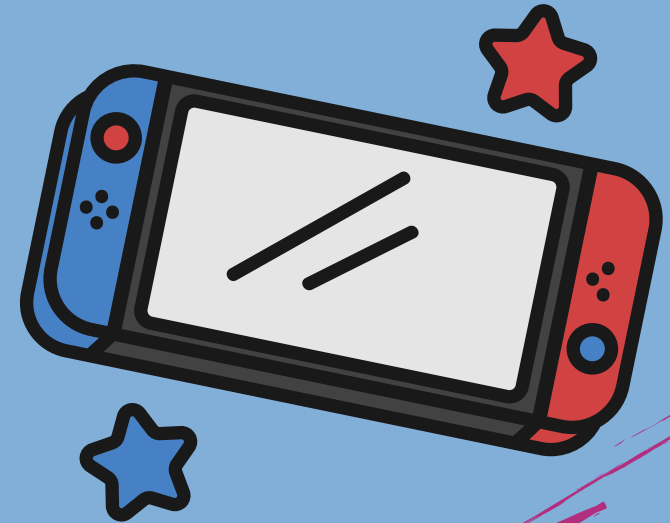
RÍSÍ



Sverok

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Adventures are better shared! A guide for educators and facilitators in videogame education

Gamingway!



**Co-funded by
the European Union**

ACTIVITIES AND DELIVERABLES

Adventures Are Better Shared!'s activities will produce:

Narrative Surveys

A collection of **personal stories** exploring gaming experiences, relationships and well-being.

Playing to Connect

A practical manual for adult educators on using commercial video games to support participation, reflection and meaningful connections.

Educational activities

Online and in-person workshops exploring video games as social spaces and tools for adult education.

European mobility, networking and dissemination

Training and exchange activities connecting organisations **from Southern and Northern Europe**, strengthening shared educational practices and disseminating the project's results through multilingual materials, online content and engagement with **educators and gaming communities**.

OBJECTIVES AND METHODOLOGY

Adventures Are Better Shared! aims to strengthen adult educators' ability to understand video games as social and cultural spaces that can foster connection, participation and well-being.

The project explores how gaming experiences can support meaningful relationships and learning, while addressing stereotypes and the distance that often separates educational practice from adults' everyday digital lives.

Its methodology combines **digital storytelling**, collection of **personal experiences**, **non-formal education**, **international exchange** and **practical activities** based on commercial video games. Specifically, the project uses **familiar digital environments** to create opportunities for reflection, dialogue and shared learning.



WHY THIS PROJECT?

Video games are part of everyday life for millions of adults, yet their social and educational value is still often overlooked.

Moreover, even though gaming experiences can create friendships, shared routines and a sense of belonging, **these dimensions rarely enter adult education practice.**

Adventures Are Better Shared! responds to this gap by helping educators understand gaming culture and engage with it critically.

It also brings the partners' established work into a shared European perspective, expanding their practices through international exchange and making the resulting resources accessible to educators and gaming communities across Europe.

