





Domus Ludens – an international project to promote children's rights To engage in play and recreational activities is a fundamental and global right of children and youth. In

1989, the UN Convention on the Rights of the Child recognized this right within article 31. In the past, practical experiences and various scientific studies have underlined the importance of this right, especially with regard to the individual child development. Regular active playing promotes creativity, social behaviour and strengthens cognitive and motor abilities. Despite all this proven knowledge, the special importance of play is not always taken into account. This applies for the general population but especially for children and youth growing up within the children and youth welfare system. Unfortunately, creative, diverse and individualized playing is not always the main priority here. This is not an intended condition, but the result of lacking resources and capacities in welfare systems.

European initiative. The overall goal of the Domus Ludens- project is to strengthen the "right to play" of children and adolescents (13-17 yrs.) living in residential care. Together, we are investigating whether

DOMUS LUDENS – A house that plays!

regular, structured and professionally guided play has a positive impact on the "well-being" of this particularly vulnerable target group. In addition to that, the project will examine in detail, which cognitive, emotional and social skills can positively be reinforced through regular playing. With the use of pedagogically valuable board games, we will address these competencies very precisely. Within the context of residential care centres, board games are a very suitable, resource-adequate and easily adaptable instrument for collaborative playing.

Domus Ludens translated from Latin and means "a house that plays" and guiding principle of our

more than thirty international social workers as "ludic agents", who will

Long story short!

With the implementation of the twenty-two month pilot project, we have set ourselves clear and ambitious goals. In fall 2021, we will start to train

then implement the gaming initiative in numerous residential care centres, in three European countries. We are particularly committed to deliver sustainable and diverse results that will be openly accessible for everyone. **Therefore the Domus Ludens project**

develops three core documents*:









Joventut i Comunitat

Who are we? Domus Ludens consists of five competent partners who are active in three European countries: Spain, Germany and Poland. We bring valuable expertise in four main fields: 1) residential care for children

funded projects. The following organizations are involved:



S&S gemeinnützige Gesellschaft für Soziales mbH

FÜR SOZIALES

cio-resilis/

Fundacio Resilis

and youth, 2) practical development of board games, 3) scientific evaluation of projects in the educati-

onal- and child care field, as well as 4) long term know-how in the implementation of Erasmus+

is part of a big children and youth welfare organization, the S&S gemeinnützige Gesellschaft für Soziales mbH that has more than 40 years of experience in children and youth care. FÜR SOZIALES provides services for approximately 600 clients, in residential facilities as well as ambulant care settings, within the city of Hamburg and parts of Northern Germany. In addition, FÜR SOZIALES offers a differentiated range of services like socio-educational family assistance,

consulting and training in the field of domestic violence and

framework of integration assistance. https://www.fuersozi-

is a polish youth-focused, non-profit organization established in 2014 that supports young people at risk of social exclusion. Fundacja Samodzielni Robinsonowie develops and directs programs aimed at young people from different

successful transition from institutional care to an indepen-

institutions and foster homes, to help them make a

dent living. https://www.fundacjarobinson.org.pl/

stalking as well as practice-oriented offers within the

Resilis is a social Catalan organisation. Its main mission is the management and development of projects, programs and services for children and youth living in situations at risk of social exclusion. Fundació Resilis manages residential centres for children and young people, including support

for families and with a community based approach.

https://www.plataformaeducativa.org/portal/entitat/funda-



Joventut i Comunitat

Fundacja Samodzielni Robinsonowie

ales.de/

Liberi (University of Girona) is a children, youth and community research group, led by Dr. Carme Montserrat and Dr Pere Soler. It is part of the educational research institute (IRE) of the Universitat de Girona (Catalonia, Spain). The work and actions of Liberi focuses on children's and youth policies as well as the vulnerability of children and youth. Furthermore they explore the role of community development that can make

the deployment of specific public policies possible.

is a non-profit cooperative, specialized in board games. Promoting the culture of gaming as a healthy leisure- as well as a tool for innovative education, is their main goal.

www.udg.edu/liberi

La Juganera



The organization offers a store as well as an online board game store, where they provide training on game based Learning. Despite that, La Juganera develops and creates

games themselves. https://lajuganera.cat/

DOMUS LUDENS and the European idea The Domus Ludens project can only be realized through the financial support of the European Erasmus+ program1. As a European initiative, we feel highly connected to the European idea and understand it as our core task to promote tolerance, diversity and intercultural exchange through our projects. We would like to thank the European Union for the funding and the associated trust!

PROJECT TIMELINE **FOLLOW THE PROCESS!**

January 2021: Official project start and first partners meeting

Preparation of core documents "Board Game Guidelines (IO1)"

Assessment and elaboration of Board Game requirements

28 May 2021 World Play Day

February 2021:

April 2021:

and "Ludic Agent Manual (IO2)"

- July 2021: Review and Finalization of first draft the core documents "Board Game Guidelines (IO1)" and "Ludic Agent Manual (IO2)"

September: International "Trainers- Training" / 2. Newsletter

July - August 2021: Layout and Translation of first draft of "Board Game Guidelines (IO1)" and "Ludic Agent Manual (IO2)" August 2021: Summer Break