

Annex No 3

Icon Game Methodological Guidelines

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About the Icon Game

The Aim of the Icon Game

To enhance learners' visual memory and reinforce understanding of digital tools by incorporating neuro-educational strategies through a memory consolidation activity. The Icon Game supports long-term retention of key digital concepts and symbols introduced in the training modules by engaging learners in a playful and visually stimulating way.

Game compliance with expert recommendations on memory training

The game complies with expert recommendations and is based on Annex No 2 *Memory training games*.

Game benefits

Icon Game is a memory training game - a Recap game. By playing this game, the learner repeats the knowledge acquired in the IT programme modules and improves his/her visual memory. The aspect of memory training is of great importance for the target group of our project - seniors.

Such a game element as adding up the score points promotes learners' self-motivation, motivates them to continue learning digital knowledge, so that seniors can navigate the unfamiliar IT environment.

Icon Game play variants

Icon Game can be played as a board game in class or remotely as a digital game.

Icon Board Game

Icon Board Game variant in which several participants play the Icon Game at a desk in person, promotes socialization, improves mood, and awakens the competitive spirit of seniors.

Icon Board Game composition

- ✓ Icon images. A deck of playing cards with icon images. Each card has one icon depicted on it.
- ✓ Questions. A deck of cards with questions. One question on each card.
- ✓ Correct answers. Answer sheet with correct answers for the game manager.
- ✓ A game dice. The roll of the game die determines the player's order.
- ✓ An avatar and coins of each participant's - own colour are intended as an element that identifies the player and coins of the corresponding color. The number of coins of the corresponding color depends on the number of possible answers.

How to play the Icon Board Game

- ✓ The game is played at a table by 3 to 4 participants, with a minimum of 2 required. Players compete individually against each other.
- ✓ The order of the players' moves is determined by rolling a dice.
- ✓ The game manager shuffles the question cards and gives the participant one question of their choice.
- ✓ The participant reads the question aloud and places their avatar on the icon they have chosen as the answer and names the icon aloud when answering.
- ✓ If the participant does not know the answer, the next participant in the game answers the question.
- ✓ For each correctly answered question, the participant is awarded a coin.
- ✓ The participant who collects the most coins wins.
- ✓ Game duration: 10-15 min, depends on the knowledge level of the group learners.
- ✓ It is recommended to play the Icon Game at the end of each IT module.

Materials for the Icon Board Game

The materials are grouped according to the IT programme modules – Module 1, Module 2, Module 3, Module 4.

The Three pdf documents have been created for each module:

- 1) Icon Image Cards List
- 2) Question Cards List
- 3) Correct Answers List.

[Materials for Icon Board Game Module1](#)

[Materials for Icon Board Game Module 2](#)

[Materials for Icon Board Game Module 3](#)

[Materials for Icon Board Game Module 4](#)

Icon Game Digital version

In addition to the board game version of the Icon game, this project has also developed a digital /online version of the game. It can be used both- in person, controlling the game on the big screen, and remotely.

The online version is implemented in the game-based learning platform Kahoot.

In order for the game manager to be able to use this option, he must first do the following:

- 1) Game manager need to create his account on the **Kahoot.com** platform.
- 2) In the game search box, game manager need to enter the name of the ICON game of this project **"EMPOWER65 Icon Game Digital"**:
- 3) The found game must be copied to game manager's KAHOOT account.

Playing in the lesson, should be done as follows:

- 1) This game must be selected, the mode "Host live", "Start" must choose.
- 2) The automatically generated "Game PIN" of the game must be communicated to the learners.
- 3) Learners call up the **Kahoot.it** app on their computers or phones, enter the Game PIN and their name.
- 4) After all the learners are registered in this way, the teacher starts and conducts the game.

In the online game, players are asked questions about the use of digital icons. Participants are evaluated automatically, taking into account the number of correct answers and the time taken to answer. At the end of the game, the players' scores are displayed on the screen.

Materials for the Digital Icon Game

Additionally, separate [icon images in jpg format have been created according to the IT program modules.](#)

These icon images can be used for further digital processing in the selected online tool, e.g. Kahoot, Socrative, etc.

Have a good game!

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