



Co-funded by the
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**A learning game to improve the quality of life
of older people in care homes**

You can download it for free at: www.gamlec.eu



The Erasmus+ Project "GAMLEC - Gaming for Mutual Learning in Elder Care" aims at improving the quality of life of care home residents.

From September 2019 to November 2021, the GAMLEC Consortium developed a Compendium, an educational framework, the GAMLEC learning game, and an e-learning platform. These are the results of a project that will motivate and inspire professionals and non-professionals alike to expand their knowledge on this issue. These tools will also improve mutual understanding and cooperation in the care context. The project involves six partners from four EU countries: IP-International GmbH (Germany), ISIS gGmbH (Germany), VMU (Lithuania), AFEdeMy (Netherlands), ASP Città di Bologna (Italy), and CADIAI (Italy).



The GAMLEC learning game is at the heart of this project. The central theme of the GAMLEC learning board game is the quality of life of residents in care facilities. The learning game has been developed in order to guide and inspire players to actively contribute to improving the quality of life of care home residents. The game is aimed at professional caregivers, volunteers and relatives of care home residents. The GAMLEC game board is a rectangular board with 45 squares from "start" to "excellence".

The aim of the game is to get from start to excellence as quickly as possible and find out what is beneficial or detrimental to the quality of life of care home residents.



ENJOY PLAYING THIS GAME!

Please visit the project website for more information on the project itself and its outcomes. The GAMLEC learning game and its instructions are also available on the website for downloading.

You can download the game in English, German, Italian, Lithuanian and Dutch.

www.gamlec.eu

