

PROJECT PARTNER SEARCH FORM

- I offer my expertise to participate as a Partner in a Horizon Europe Project
- I am planning to coordinate a project and I am looking for Project Partners

TOPICS OF INTEREST

Games and culture shaping our society - Research and innovation on cultural heritage and CCIs - 2022 (HORIZON-CL2-2022-HERITAGE-01)

PARTNER INFORMATION

Impact Games is an innovation platform for game development and use of games, gamification and new technologies for positive social impact. We offer our expertise in development of social impact games (especially for education purposes) and social impact software, together with capacities to manage project or developer teams, conduct research and put together dissemination campaigns.

You can search through our recently developed games on an online portal at <https://www.gamifactory.eu/en/>.

After years of experience with EC DEAR projects and Erasmus+ projects, we are interested to join prospective partnerships in the frame of Horizon Europe programme, especially in the topic of Games and culture shaping our society (HORIZON-CL2-2022-HERITAGE-01). We are interested to join a project as technology and dissemination partner.

We are open to cooperate widely on projects related to researching the impact of games on society and making the most benefits out of this impact. Beyond being open to cooperate on project ideas of our potential partners, we also have our own project concept, for which we are seeking partners (including a lead partner).

Our project concept deals with the following *problem(s) description*:

1. We do not have enough evidence about the impact and efficiency of games in teaching and learning process compared to other teaching/learning methods and media such as books, lectures, video, presentations etc.
2. The number of games available today is higher than ever. There have been strong and popular claims (see one in [TED talk by Jane McGonigal](#)) that mainstream games, including popular AAA titles, support the development of important 21st century skills, competences and even knowledge among their players. There however is no method available and applied to practice, which would effectively analyze mainstream games in relation to skills, competences and knowledge they “teach”. Neither is there a tool, which would help gamers and educators monitor, what skills, competences and knowledge they have gained while playing video games.

Project activities:

A) Project research clusters:

1. One cluster of research activities of the project would explore, in what aspects and in what conditions are educational digital games more effective in achieving learning goals, than other media and teaching methods (lectures, presentations, books, video...).
2. Another cluster of research activities would design and test a methodology for evaluating educational potential of mainstream video games, for the purposes of development of learning tracking software.

B) Learning tracking software development:

Using the research outputs of the second research cluster, a software would be developed. This software would allow its users (preferably gamers and educators/education institutions) to track skills, competences and knowledge they have acquired while playing their favourite videogames (be it on IOS or Android smartphone or tablet, or PC).

Development of such software would utilize the outputs of research done in both research activity clusters.

Development of this software would be lead by Impact Games.

C) Pilot partnership with game developer studio(s) outside of the project partnership:

The project consortium would aim to kick-start cooperation with number of game developer studios in Europe (and potentially beyond) in the frame of them adopting Learning tracking software developed into their games more extensively in the present and potentially in the future.

Description of the Legal Entity

Impact Games is currently registered as an Non-governmental Organization in Slovakia. We have founded Impact Games in September 2019. Since then we have successfully implemented two projects granted by Slovak state institutions (SlovakAid and Ministry of Justice) and one granted by through the Erasmus+ programme. Currently we are implementing 5 projects, two of which have been granted to us by state institutions (Ministry of Education and SlovakAid) and three of which we implement in the frame of the Erasmus+ programme.

The staff of Impact Games totals at 8 people. Out of these, 2 work on the managerial positions (project management and business/organizational development) and 4 constitute our in-house development team (a programmer, two graphic designers and a game designer). We also have a dedicated communications officer and research officer (supported by managerial staff).

The relatively small staff is supported by robust partnerships we have surrounded Impact Games with as we have been developing the organization from scratch since 2019. Our key partner is the Butterfly Effect programme and community of developers, which has been built by industry leaders in tech in Slovakia, namely Pixel Federation and Sygic. Butterfly Effect supports us in providing us with a pool of expert and junior developers, available and willing to work on impact game prototypes with us. As for the education side of things, we tightly cooperate with LEAF, a leading NGO in the field of Education in Slovakia. LEAF

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supports us in dissemination activities, direct link to our target groups (teachers and students) and with co-designing our games and supporting materials, helping us ensure these have strong educational value. Our research capacities are aided especially by Comenius University in Bratislava and its Faculty of Social and Economic Sciences.

Jakub Žaludko and Veronika Golianová as the two co-founders of Impact Games additionally bring vast networks of contacts in the field of education, transformative education and global citizenship education from their previous work for global networks like Bridge 47 and Habitat for Humanity International. These networks include organizations like: Global Education Network Europe, ANGEL, CONCORD Europe, UNESCO, Ban Ki moon Centre for Global Citizens, Foundation for Environmental Education and many more.

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|---|---|--|
| <input type="checkbox"/> Higher Education | <input type="checkbox"/> Research Institution | <input type="checkbox"/> Public Administration |
| <input type="checkbox"/> Industry /SME | <input checked="" type="checkbox"/> NGO | <input type="checkbox"/> Other: <i>Please specify</i> |

Description of the (Research) Team

Jakub Žaludko, [LinkedIn profile](#)

Veronika Golianová, [LinkedIn profile](#)

Silvester Buček, [LinkedIn profile](#)

Viliam Jankovič, [LinkedIn profile](#)

Richard Bíró, [LinkedIn profile](#)

Martina Štammová, [LinkedIn profile](#)

Katarína Hertlová, [LinkedIn profile](#)

Denisa Púchyová, [LinkedIn profile](#)

Expertise of the Team Leader

Jakub Žaludko is a leading expert on Global Citizenship Education and Transformative Education in Slovakia and the wider Central European region. He has previously worked in the area of EU level and national level advocacy for NGOs and individuals working in the area of GCE. He did so as programme manager at Ambrela - platform for development organizations and as Advocacy Officer of the Bridge 47 Network. Jakub has represented Ambrela and Bridge 47 at numerous fora, including UNESCO global conference on Education for Sustainable Development, UN High Level Political Forum, European Commission, number of ministries in Slovakia and more. While working mostly on advocacy for Global Citizenship Education, Jakub has started exploring innovations in method used for its implementation, especially method of digital game-based learning. That is when, in 2019 he together with a number of colleagues co-founded Impact Games. Impact Games is an innovation platform for development of educational and social impact games.

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It also provides trainings for teachers and workshops for students. Impact Games also conducts ongoing research and testing of the impact of its games in the area of education and social impact.

Veronika Golianova brings several years of experience of project and product development and management. She is skilled in leading cross-functional teams across multiple countries; successfully led production and release of (digital) products, being responsible for defining the vision, managing product backlog, overseeing development stages up to the launch and distribution. She is an expert in designing and developing innovative and technological solutions with positive social impact. Before co-founding the innovation platform Impact Games, she held a role of Project Officer at the international organization Habitat for Humanity International EMEA, on a 5M EUR project of 14 partners, implemented in 7 EU countries. She also has a background in Global Citizenship Education and brings experience in advocacy at national and EU level, which she carried out under the aforementioned project as well as within the Habitat EU Liaison office in Brussels.

Potential role in the project

- Research Training
 Dissemination Other: **Software development**

e.g. project leader, scientific coordinator, workpackage leader, product development expertise.

Already experience as a	Coordinator	<input checked="" type="checkbox"/> YES	<input type="checkbox"/> NO
	Partner	<input checked="" type="checkbox"/> YES	<input type="checkbox"/> NO
	Expert Evaluator	<input type="checkbox"/> YES	<input checked="" type="checkbox"/> NO
CONTACT DETAILS			

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