A group of five diverse young adults are sitting around a table in a library, smiling and looking at a laptop. The table has a laptop, a coffee cup, a pencil holder, and some papers with charts. Bookshelves are visible in the background.

Case study - Spain

Fundación Musol - FVMP



**Co-funded by
the European Union**

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CONTEXT



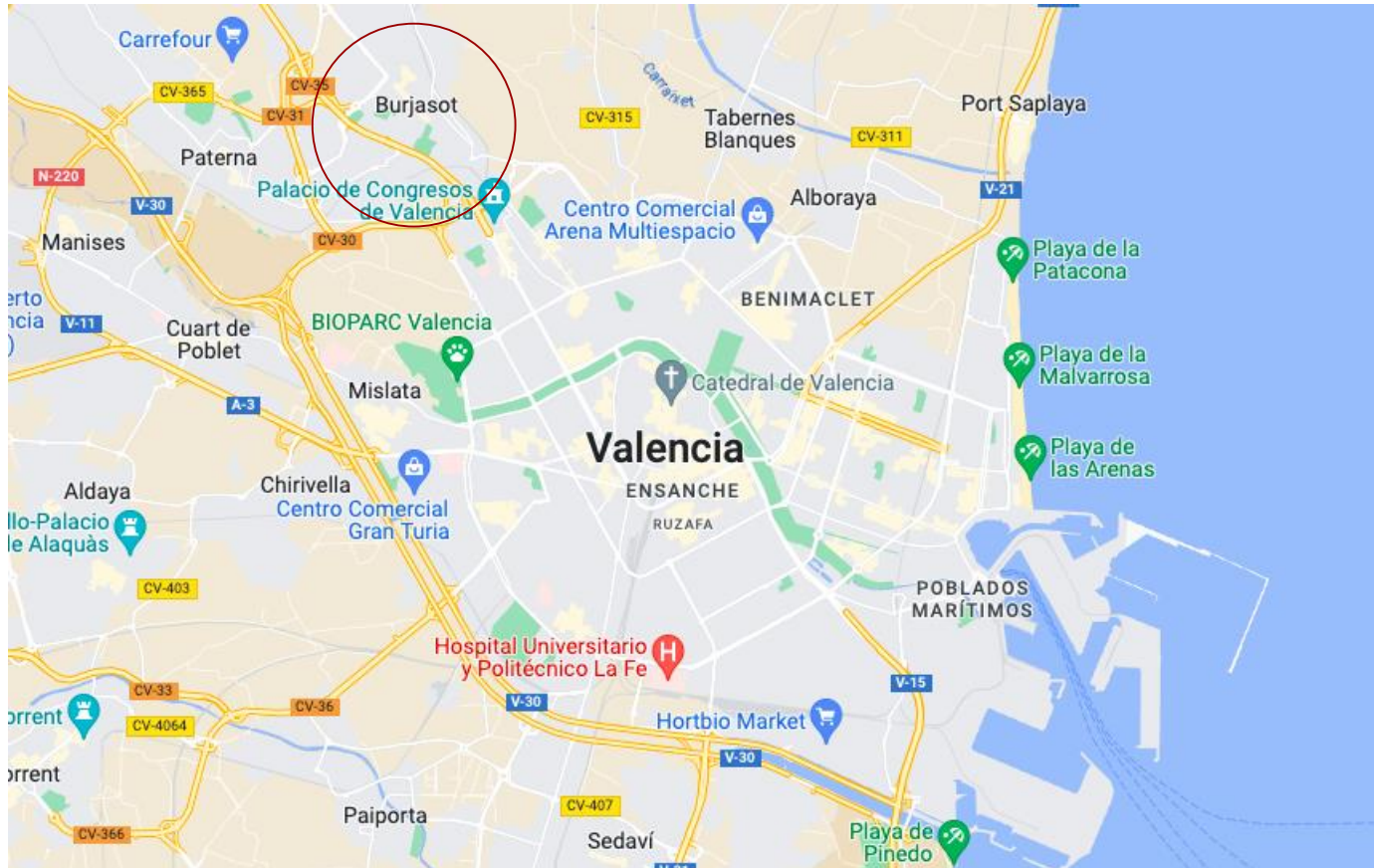
Where are we?

What is our social space?

What are the stakeholders involved?



From the Valencian Community...



To Burjasot...



To the “613 Viviendas”

The stakeholders

La Fundación Musol

*International cooperation /
education and awareness
organization*

Socio educational Center Diaz Pintado

*Youth workers, socio educational
partner*

La Federación Valenciana de Municipios y Provincias

Institutional partner

INTENTIONS AND OBJECTIVES



Our case study

- › **Pilot experience** which will be carried out in the socio educational center Diaz Pintado.
- › A group of teenagers will participate in a **video game programming training** (6 sessions) that will allow them to **address social or environmental problems** in their neighborhood.
- › **Creation of a simple video game** that deals with the identified problems, to raise awareness and promote civic behavior.
- › **Peer learning sessions to sensitize other young people and generate debate** other the about what they've learned during this experience

What are the objectives?

- › Promote the **participation, commitment and empowerment** of young people in situations of vulnerability
- › Promote the **cooperation, involvement and creativity** of young people
- › Provide **new digital skills** to the participant young people
- › Provide to youth workers a **new intervention model** to develop with young people
- › Promote **innovation** in the field of organizations, youth policies and services.

The target group



Young people from **16 to 25 years old** from the neighborhood, with vulnerable backgrounds

Objective: group of **10** youngsters,
Respect gender mix

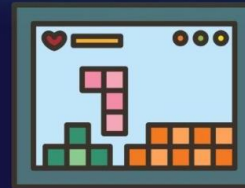
Eventually: 3 young men
of 16 and 17

DISEÑO DE VIDEOJUEGOS

INICIO 11 DE ENERO
FINALIZACIÓN 22 FEBRERO
MIÉRCOLES
DE 17:30H A 19:00H

Edad 16 - 25 años

INSCRIPCIÓN
HASTA EL 9/1/23



PLAZAS LIMITADAS

PLAY



BARRIS INCLUSIUS
CENTRO SOCIOEDUCATIVO
DÍAZ-PINTADO

The sessions

6 sessions to learn how to design a simple video game

Identification of the problematics

Choosing the main character & first animation

Design of the level

Animations

Definition of the narrative

1 peer-to-peer session

To present the project and their video games to other young people

To show them and explain them of to use use the video game platform

Ressources

The video game designing
online platform



Beatriz Olcina
PRODUCTORA

www.beatrizolcina.com

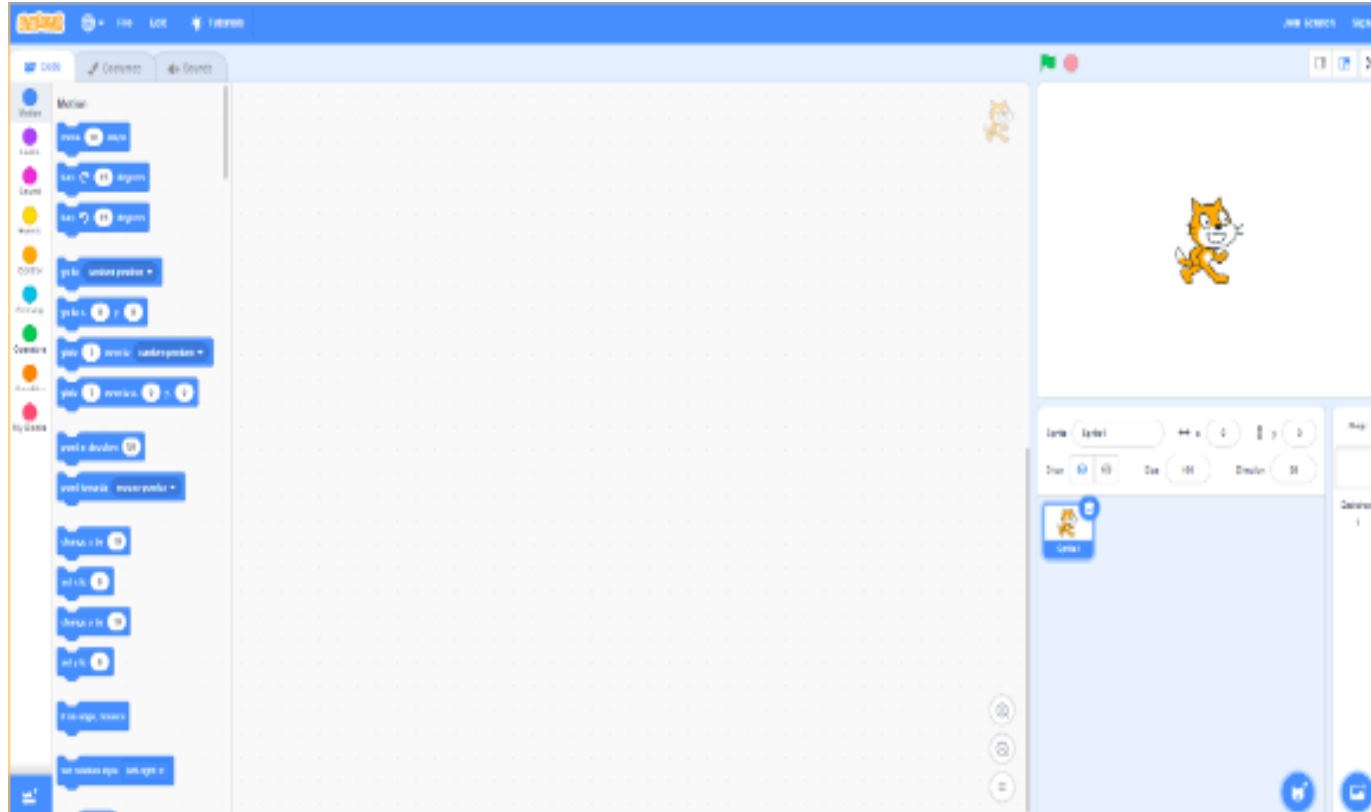
(+34) 628 83 83 43

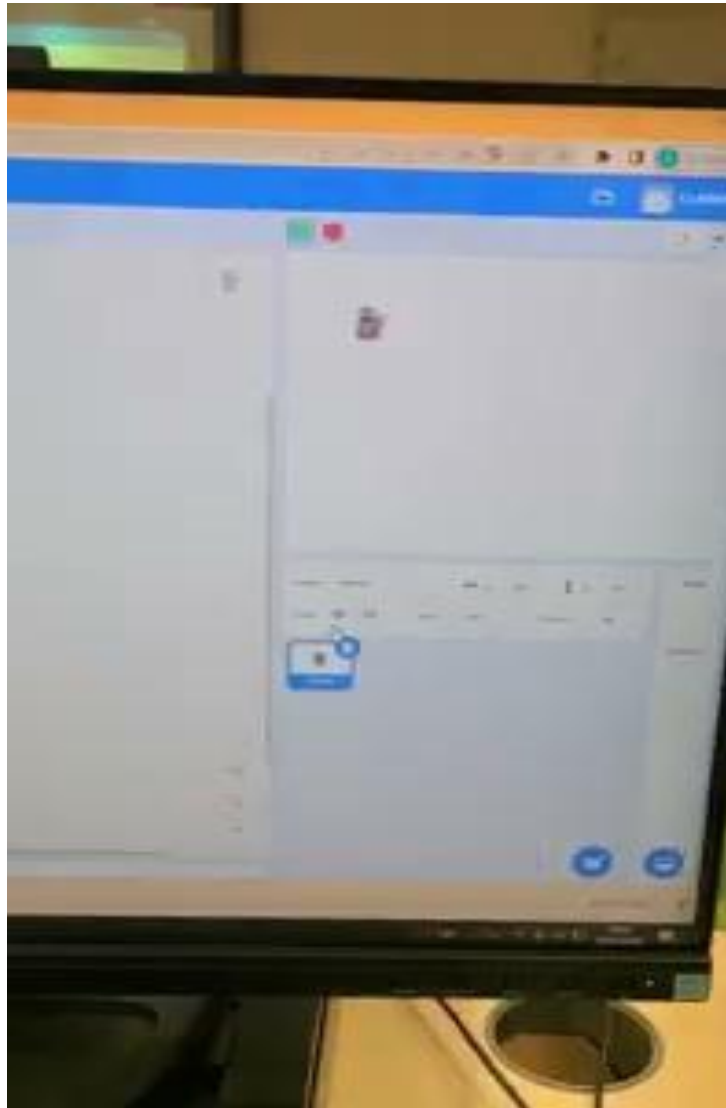
info@beatrizolcina.com

Expert in video game designing,
narrative and production



The first session







```
when I receive NPC Hablar
if Puntos = 2 then
  say Grax for 2 seconds
else
  if N Dialogo = 0 then
    say Hello! for 1 seconds
    set N Dialogo to 1
    stop this script
  if N Dialogo = 1 then
    say Yay! for 1 seconds
    set N Dialogo to 1
    stop this script
```

The games

The image shows the Scratch web interface for creating a game. The top navigation bar includes the Scratch logo, a globe icon, and menu items for File, Edit, Tutorials, Join Scratch, and Sign In. Below this is a toolbar with tabs for Code, Costumes, and Sounds. On the left, a sidebar lists various block categories: Motion, Looks, Sound, Events, Control, Sensing, Operators, Variables, and My Blocks. The main workspace is filled with a complex script for a character named Odin. The script starts with an 'when green flag clicked' event, followed by 'go to: x: 0 y: 0', 'set look to: Four_Tiles', and 'set costume to: odin'. It then sets several variables: 'puntos' to 0, 'x' to 0, 'y' to 0, 'velocidad' to 0, and 'direccion' to 90. A 'when mouse clicked' event triggers a 'say: ¡Hola! for 2 secs' block, followed by 'set direction to: random number from 0 to 360', 'set x to: random number from 0 to 400', and 'set y to: random number from 0 to 400'. The main movement loop consists of 'glide 1 secs to random position', 'say: ¡Hola! for 2 secs', 'set direction to: random number from 0 to 360', and 'set x to: random number from 0 to 400'. A 'when I receive: INICIO' event triggers a 'say: ¡Hola! for 2 secs' block, followed by 'set direction to: random number from 0 to 360', 'set x to: random number from 0 to 400', and 'set y to: random number from 0 to 400'. The script also includes a 'when I receive: FIN' event that triggers a 'say: ¡Hola! for 2 secs' block, followed by 'set direction to: random number from 0 to 360', 'set x to: random number from 0 to 400', and 'set y to: random number from 0 to 400'. The right side of the interface shows a preview of the game stage. The stage has a dark red background and a grid. A character named Odin is positioned on the grid. A score variable 'puntos' is displayed as '0'. The stage is surrounded by a border of yellow stars. Below the stage, there are controls for the sprite, including 'Sprite: Odin', 'x: 0', 'y: 0', 'Show: [on]', 'Size: 50', and 'Direction: -90'. There is also a 'Stage' section with a 'Backdrops' list containing '1' backdrop.



The results



Thematics of the video games

Personal social experiences in their living environment

- 1 game about a villain with willingness of power and domination
- 1 game about about loneliness, bullying and the importance of friendship
- 1 game about the leader of the community being persecuted by enemies

The peer learning sessions





GUÍA DE INICIACIÓN AL DISEÑO Y DESARROLLO DE VIDEOJUEGOS EN


SCRATCH



Co-funded by
the European Union



Municipalistas
por la Solidaridad
y el Fortalecimiento
Institucional



CLASE 3 - ANIMACIONES EN SCRATCH

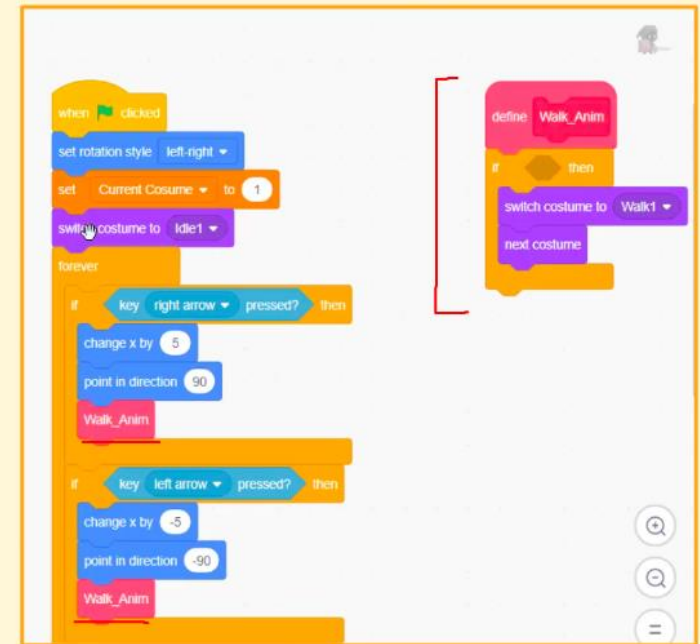
Animar el Personaje

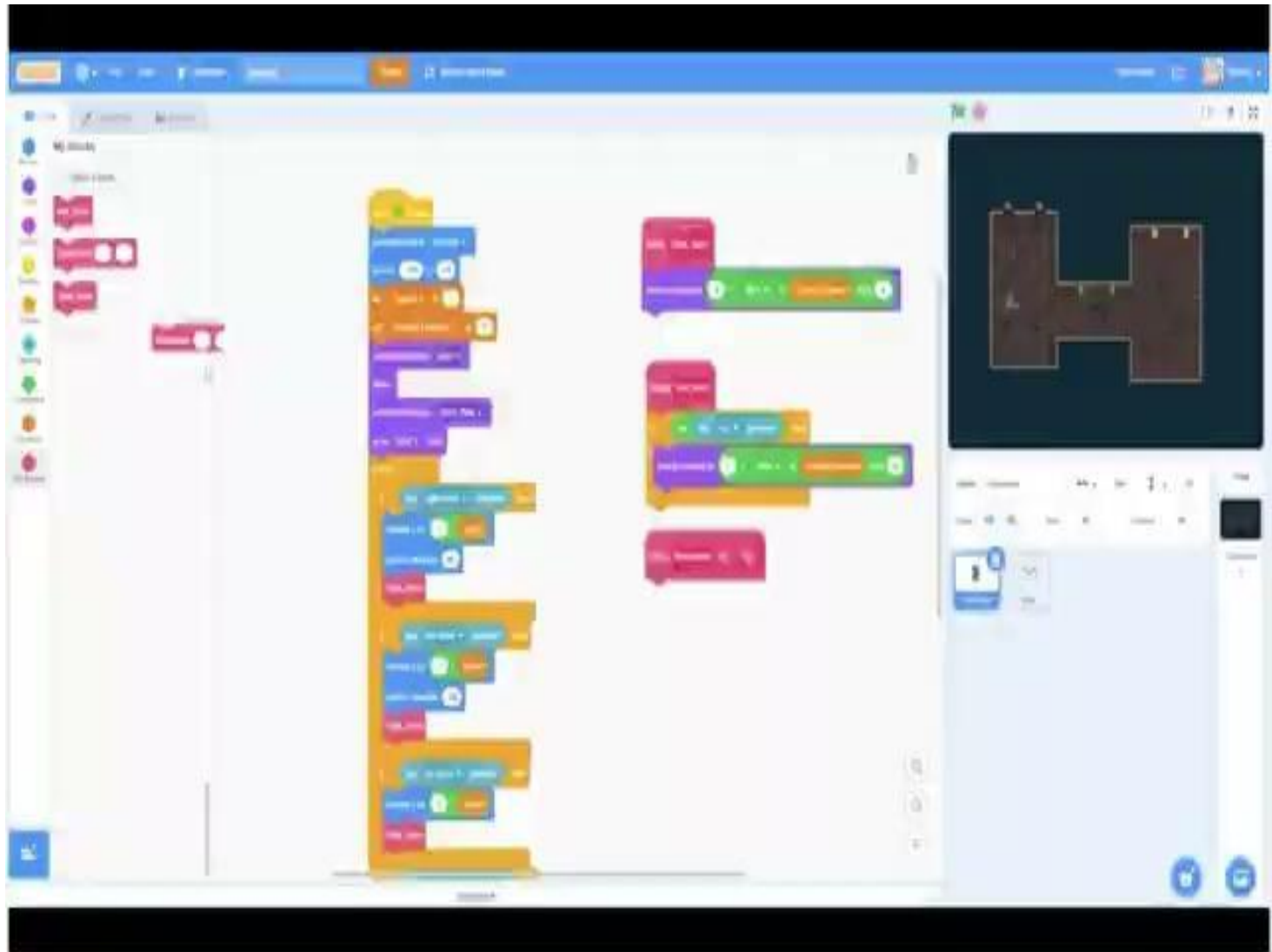
Como tenemos cuatro entradas de movimiento, una por cada dirección, pero queremos que el personaje haga la animación de caminar (walk) en todas ellas, vamos a crear un bloque propio para no repetir el mismo código todo el rato.

Creemos un bloque en el apartado **"My Blocks"**. Vamos a llamarlo Walk_Anim, y vamos a habilitar la pestaña inferior para que se ejecute sin el refresco de la pantalla ("Run without screen refresh"). Esto crea automáticamente un bloque llamado "define [Walk_Anim]" que utilizaremos más adelante. Añadimos este nuevo bloque dentro de cada uno de los **bloques control** "If [] then" al final del código .

Pero para poder gestionar la animación tendremos que saber si el personaje ya estaba andando o no, así que dentro del apartado **"Variables"** creamos una sólo para este sprite ("For this Sprite only"), que llamaremos "Current Costume". Puedes quitar el tick que hay en el listado de variables para no verla en la pantalla de juego.

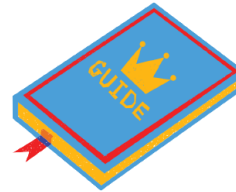
Esta variable representa qué imagen tiene ahora el personaje, de todas las que hemos importado. Queremos que al iniciar el juego siempre empiece estando quieto, así que bajo el **bloque motion** "set rotation style [left-right]" colocamos otro de **variable**, "set [Current Costume] to [0]", y otro de **looks**, "switch costume to [idle 1]"





The next steps

Translation of the manual



Translation of

Other “round” of training sessions?



Conclusions

Freedom while developing the project

Accessible for a non-experienced public

Tailored offer to engage youth participation





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Thank you!

