



Domus
Ludens



ANNEX

EVALUATION ON THE IMPACT OF THE PARTICIPATION OF YOUNG PEOPLE
IN RESIDENTIAL CARE IN THE GAME SESSIONS PILOT PROJECT.
INTELLECTUAL OUTPUT 3 (IO3)





"The European Commission's support for the production of this publication does not constitute an endorsement of the contents, which reflect the views only of the authors, and the Commission cannot be held responsible for any use which may be made of the information contained therein."

This document is available in the following languages:

English

Catalan

Spanish

German

Polish

The report has complementary materials that can be consulted through this QR code:



Authors:

Dr Carme Montserrat, professor and researcher at the Universitat de Girona

Dr Edgar Iglesias, professor and researcher at the Universitat de Girona

Rosa Sitjes-Figueras, PhD student at the Universitat de Girona

Coral Gallardo, PhD student and Director of a residential centre at Resilis Foundation.

Legal notice



This work is licensed under a [Creative Commons Attribution 4.0 International License. \(CC BY 4.0\)](https://creativecommons.org/licenses/by/4.0/)
<https://creativecommons.org/licenses/by/4.0/>

To cite this document:

Montserrat, C., Iglesias, E., Sitjes-Figueras, R., & Gallardo, C. (2023). *Annexe: Evaluation of the impact of the participation of young people in residential care in the game sessions pilot project. Intellectual Output 3 (IO3)*. Universitat de Girona.

INDEX

1. PRE AND POST-TEST RESULTS	5
1.1 About youngsters' skills.....	5
1.2. About how youngsters feel about their lives	9
1.3 About the use of time	12
1.4 Relationship with other people in the residential centre where they live	14
1.5 Challenges foresaw before starting the Project.....	15
2. PROJECT EVALUATION RESULTS.....	16
2.1 Quantitative assessment results in the post-test	16
2.2. Quantitative results of the weekly reports	23
3. REFLECTIONS EXPRESSED DURING THE MEETING OF LUDIC AGENTS	27

TABLE INDEX

Table 1. Cognitive skills (Youngsters, Mean).....	5
Table 2. Cognitive skills (Youth workers, Mean)	6
Table 3. Emotional skills (Youngsters, Mean)	6
Table 4. Emotional skills (Youth workers, Mean).....	7
Table 5. Social skills (Youngsters, Mean).....	7
Table 6. Social skills (Youth workers, Mean).....	8
Table 7. How satisfied are you with each of the following things in your life? (Youngsters, Mean)	9
Table 8. How satisfied is he/she with each of the following things in his/her life? (Youth workers, Mean)	10
Table 9. Feelings during the last two weeks (Youngsters, Mean).....	11
Table 10. How much she/he has felt this way during the last two weeks (Youth workers, Mean)	11
Table 11. What activities does your residential centre organise? (Youngsters, %)	12
Table 12. What activities does your residential centre organise? (Youth workers, %)	12
Table 13. What do you think you get out of leisure activities? (Youngsters, mean)	13
Table 14. What do you think he/she gets out of leisure activities? (Youth workers, mean).....	14
Table 15. How is the youngster's relationship with...? (Youngsters, mean).....	14
Table 16. How is the youngster's relationship with...? (Youth workers, mean)	14

Table 17. Challenges related to youngsters (Youth workers, mean)	15
Table 18. Challenges related to youth workers (Youth workers, mean)	15
Table 19. How often do you play? (%)	16
Table 20. To what extent are you satisfied with...? (Mean)	16
Table 21. In general, do you like to play board games (%)	17
Table 22. Which two games did you like the most?	17
Table 23. Which were the two games you didn't like?	17
Table 24. In general, the youth workers who played with us... (Mean)	18
Table 25. In general, the other youngsters who play... (Mean)	19
Table 26. How often did the following happen? (Mean)	20
Table 27. We should play... (%)	21
Table 28. The sessions should last... (%)	21
Table 29. With the completion of the project regarding the game sessions... (% , Yes)	22
Table 30. Number of answers by centre	23
Table 31. Games played during the project (and they are in the games guide)	23
Table 32. Games played during the project (and they aren't in the games guide)	24
Table 33. Game session according to project month.....	25
Table 34. Duration of the game sessions	25
Table 35. Place of the game sessions	25
Table 36. Number of youngsters playing	26
Table 37. Number of youth workers playing.....	26
Table 38. Satisfaction with game sessions (Mean)	26

1. PRE AND POST-TEST RESULTS

Below are the results of the pre-test and post-test questionnaires. It should be noted that:

- The yellow tables show the results of young people, while the blue ones show those of social educators.
- Most tables are ordered from highest to lowest score according to the results of the post-test questionnaires (depending on the column with the total results).



[Name of the Power BI report: Pilot project results](#)

1.1 About youngsters' skills

From 1 to 5, how do you define yourself with the following thinking (cognitive) skills?

Table 1. Cognitive skills (Youngsters, Mean)

		Catalonia	Poland	Germany	Total
I like to learn new things	Pre	4.14	3.78	4.03	3.99
	Post	4.2	3.83	4.04	4.02
I'm a curious person; I like to find out why things happen	Pre	3.63	4.11	4.26	3.97
	Post	3.83	4.02	4.19	3.99
I am able to reflect on the things I do	Pre	3.67	3.67	3.97	3.76
	Post	4	3.78	4.12	3.94
I can express myself well when I speak	Pre	3.75	3.96	4.05	3.9
	Post	3.81	3.93	3.96	3.89
I'm a creative person; it is easy for me to use my imagination	Pre	3.71	3.85	3.77	3.77
	Post	3.88	3.8	3.85	3.84
I know how to focus on a task or activity	Pre	3.49	3.7	3.95	3.69
	Post	3.67	3.95	3.77	3.8
I have good reflexes; I know how to react quickly when needed	Pre	4.04	3.98	3.67	3.91
	Post	3.86	3.71	3.85	3.8
I can easily know what I want in my day-to-day life	Pre	3.65	3.63	3.64	3.64
	Post	3.69	3.95	3.46	3.73
I am able to think of strategies and techniques to solve a problem	Pre	3.49	3.67	3.54	3.57
	Post	3.78	3.59	3.81	3.71
I have a long memory	Pre	3.61	3.42	3.54	3.53
	Post	3.69	3.41	3.46	3.53

5-point scale from 1 = *Not at all* to 5 = *Totally*

Table 2. Cognitive skills (Youth workers, Mean)

		Catalonia	Poland	Germany	Total
I can express myself well when I speak	<i>Pre</i>	3.67	3.6	3.9	3.72
	<i>Post</i>	3.82	4.19	3.93	4
I know how to focus on a task or activity	<i>Pre</i>	3.25	3.56	3.41	3.4
	<i>Post</i>	3.42	4.3	3.89	3.9
I'm a curious person; I like to find out why things happen	<i>Pre</i>	3	3.36	3.85	3.36
	<i>Post</i>	3.23	4.02	4.18	3.79
I am able to reflect on the things I do	<i>Pre</i>	3.25	3.31	3.59	3.37
	<i>Post</i>	3.59	4	3.61	3.76
I have a long memory	<i>Pre</i>	3.52	3.42	3.68	3.53
	<i>Post</i>	3.41	4.04	3.79	3.76
I like to learn new things	<i>Pre</i>	3.37	3.49	3.93	3.57
	<i>Post</i>	3.26	3.83	4.18	3.72
I can easily know what I want in my day-to-day life	<i>Pre</i>	3.13	3.44	3.49	3.34
	<i>Post</i>	3.41	3.98	3.68	3.71
I'm a creative person; it is easy for me to use my imagination	<i>Pre</i>	3.1	3.51	3.53	3.36
	<i>Post</i>	3.26	4.11	3.61	3.69
I have good reflexes; I know how to react quickly when needed	<i>Pre</i>	3.13	3.42	3.26	3.26
	<i>Post</i>	3.56	3.85	3.59	3.69
I am able to think of strategies and techniques to solve a problem	<i>Pre</i>	2.88	3.25	3.41	3.16
	<i>Post</i>	3.15	3.83	3.61	3.54

 5-point scale from 1 = *Not at all* to 5 = *Totally*

Emotional skills

From 1 to 5, how do you define yourself with the following emotional skills?

Table 3. Emotional skills (Youngsters, Mean)

		Catalonia	Poland	Germany	Total
I am easy to get along with others	<i>Pre</i>	3.7	3.93	3.85	3.82
	<i>Post</i>	3.78	3.76	3.85	3.79
In general, I am a person who does things well	<i>Pre</i>	3.47	3.67	3.64	3.59
	<i>Post</i>	3.74	3.85	3.69	3.77
I know how to lose; I don't get angry when other people win	<i>Pre</i>	4	4.07	3.78	3.96
	<i>Post</i>	3.34	4	3.88	3.72
I have the ability to bounce back when I have a problem	<i>Pre</i>	3.61	3.2	3.37	3.4
	<i>Post</i>	3.39	3.05	3.38	3.26
I know how to handle my emotions	<i>Pre</i>	3	3.17	3.59	3.23
	<i>Post</i>	3	3.37	3.35	3.22
I am patient; I know how to wait and give time to other people	<i>Pre</i>	2.76	3.22	3.49	3.13
	<i>Post</i>	2.57	3.29	3.69	3.11

 5-point scale from 1 = *Not at all* to 5 = *Totally*

Table 4. Emotional skills (Youth workers, Mean)

		Catalonia	Poland	Germany	Total
In general, I am a person who does things well	<i>Pre</i>	3.38	3.42	3.88	3.54
	<i>Post</i>	3.64	4.04	3.71	3.82
I know how to lose; I don't get angry when other people win	<i>Pre</i>	3.35	3.2	3.71	3.41
	<i>Post</i>	3.49	3.98	3.93	3.8
I am easy to get along with others	<i>Pre</i>	3.27	3.59	3.95	3.57
	<i>Post</i>	3.49	3.87	4.07	3.79
I am patient; I know how to wait and give time to other people	<i>Pre</i>	2.67	3.36	3.24	3.07
	<i>Post</i>	2.82	3.91	3.32	3.39
I have the ability to bounce back when I have a problem	<i>Pre</i>	3.12	2.89	3.27	3.09
	<i>Post</i>	3.28	3.37	3.54	3.38
I know how to handle my emotions	<i>Pre</i>	2.63	3.16	3.07	2.93
	<i>Post</i>	3.08	3.62	3.14	3.32

5-point scale from 1 = *Not at all* to 5 = *Totally*

Social skills

From 1 to 5, how do you define yourself with the following social skills?

Table 5. Social skills (Youngsters, Mean)

		Catalonia	Poland	Germany	Total
I treat others well even if they are different from me	<i>Pre</i>	3.86	3.89	4.38	4.02
	<i>Post</i>	4	4.2	4.38	4.17
I am kind to other people, and I often say thank you	<i>Pre</i>	3.86	4.09	4.26	4.05
	<i>Post</i>	4.12	4.02	4.16	4.09
I am responsible; I know that what I do has consequences	<i>Pre</i>	3.9	3.87	4.26	3.99
	<i>Post</i>	3.81	3.79	4.23	3.91
I can negotiate and accept fair rules	<i>Pre</i>	3.61	3.87	4.23	3.88
	<i>Post</i>	3.76	3.85	4.19	3.9
I listen to other people even if they think differently	<i>Pre</i>	3.75	4.02	4.13	3.95
	<i>Post</i>	3.62	3.93	4.19	3.87
I am able to put myself in other people's shoes; I have empathy	<i>Pre</i>	3.98	3.74	3.82	3.85
	<i>Post</i>	3.62	3.85	4	3.8
I like to get to know other people, what they are like, what they do, etc.	<i>Pre</i>	3.86	4.04	3.82	3.91
	<i>Post</i>	4	3.72	3.35	3.74
I know what other people think by the gestures, looks or postures they make	<i>Pre</i>	3.59	3.61	3.69	3.63
	<i>Post</i>	3.67	3.51	3.77	3.63
It's easy for me to work in a team and cooperate	<i>Pre</i>	3.8	3.59	3.72	3.71
	<i>Post</i>	3.33	3.78	3.5	3.54
I am a very competitive person	<i>Pre</i>	3.45	3.57	2.9	3.33
	<i>Post</i>	3.79	3.49	3.08	3.5
I trust other people	<i>Pre</i>	2.69	3.22	2.92	2.93
	<i>Post</i>	2.95	3.15	2.62	2.94

5-point scale from 1 = *Not at all* to 5 = *Totally*

Table 6. Social skills (Youth workers, Mean)

		Catalonia	Poland	Germany	Total
I treat others well even if they are different from me	<i>Pre</i>	3.67	3.6	3.88	3.71
	<i>Post</i>	4.13	4.04	4.04	4.07
I am kind to other people, and I often say thank you	<i>Pre</i>	3.69	3.93	3.85	3.82
	<i>Post</i>	3.82	4.21	3.96	4.02
I can negotiate and accept fair rules	<i>Pre</i>	3.04	3.4	3.76	3.37
	<i>Post</i>	3.51	4.07	4.37	3.95
I listen to other people even if they think differently	<i>Pre</i>	3.33	3.33	3.76	3.46
	<i>Post</i>	3.69	4	3.79	3.84
I am responsible; I know that what I do has consequences	<i>Pre</i>	3.38	3.2	3.68	3.41
	<i>Post</i>	3.64	3.6	4.04	3.72
I like to get to know other people, what they are like, what they do, etc.	<i>Pre</i>	3.4	3.52	3.44	3.45
	<i>Post</i>	3.56	3.83	3.7	3.71
I am able to put myself in other people's shoes; I have empathy	<i>Pre</i>	3.08	3.47	3.73	3.4
	<i>Post</i>	3.36	3.87	3.86	3.69
It's easy for me to work in a team and cooperate	<i>Pre</i>	3.17	3.44	3.63	3.4
	<i>Post</i>	3.41	3.81	3.71	3.65
I trust other people	<i>Pre</i>	2.85	3.09	3.2	3.03
	<i>Post</i>	3.33	3.51	3.25	3.39
I am a very competitive person	<i>Pre</i>	2.79	3.27	2.93	2.99
	<i>Post</i>	3.26	3.57	3.18	3.37
I know what other people think by the gestures, looks or postures they make	<i>Pre</i>	2.69	3.07	3.44	3.04
	<i>Post</i>	2.87	3.6	3.3	3.27

 5-point scale from 1 = *Not at all* to 5 = *Totally*

1.2. About how youngsters feel about their lives

Table 7. How satisfied are you with each of the following things in your life? (Youngsters, Mean)

		Catalonia	Poland	Germany	Total
Your friends	<i>Pre</i>	8.27	8.52	7.79	8.22
	<i>Post</i>	7.88	8.39	7.64	8.02
The youth workers in your centre	<i>Pre</i>	6.86	8.35	7.44	7.53
	<i>Post</i>	6.88	8.65	6.85	7.53
All the things you have	<i>Pre</i>	6.57	7.72	7.64	7.26
	<i>Post</i>	7.07	8.1	7.2	7.49
The things you have learned	<i>Pre</i>	7.57	7.78	6.45	7.33
	<i>Post</i>	7.38	8	6.44	7.4
Your health	<i>Pre</i>	8.35	7.22	6.46	7.43
	<i>Post</i>	7.43	7	6.04	6.93
How do you use your time	<i>Pre</i>	6.78	7.24	6.72	6.92
	<i>Post</i>	6.54	7.27	6.08	6.71
The freedom you have	<i>Pre</i>	4.08	6.61	6.21	5.54
	<i>Post</i>	5.88	7.22	6.88	6.63
About how safe you feel	<i>Pre</i>	5.55	7.3	6.13	6.31
	<i>Post</i>	6.43	7.39	5.73	6.62
How are you listened to by adults in general	<i>Pre</i>	6.37	6.74	6.26	6.46
	<i>Post</i>	6.64	6.78	6	6.55
Your life as a whole	<i>Pre</i>	5.51	6.8	5.31	5.89
	<i>Post</i>	6.58	6.85	5.81	6.49
About what may happen to you later in your life	<i>Pre</i>	6.45	6.78	5.74	6.36
	<i>Post</i>	6.19	6.95	6.12	6.46
Other children in your centre	<i>Pre</i>	5.75	7.41	5.72	6.3
	<i>Post</i>	6	7.48	5.48	6.43
Your own body	<i>Pre</i>	6.78	6.38	5.41	6.25
	<i>Post</i>	7.34	6.17	5.04	6.34
Your life as a student	<i>Pre</i>	6.75	5.89	4.46	5.8
	<i>Post</i>	6.32	6.8	5.13	6.24
The area where you live	<i>Pre</i>	4.67	7.39	6.22	6.03
	<i>Post</i>	4.79	7.26	5.77	5.93

11-point scale from 0 = *Not at all satisfied* to 10 = *Totally satisfied*

Table 8. How satisfied is he/she with each of the following things in his/her life? (Youth workers, Mean)

		Catalonia	Poland	Germany	Total
Your friends	<i>Pre</i>	6.38	8.09	7.32	7.22
	<i>Post</i>	7.59	8.51	7.93	8.05
The youth workers in your centre	<i>Pre</i>	7.33	7.93	7.46	7.57
	<i>Post</i>	7.49	8.49	7.79	7.97
Your health	<i>Pre</i>	7.81	6.93	6.1	7.01
	<i>Post</i>	8.36	7.62	6.71	7.65
The things you have learned	<i>Pre</i>	6.4	6.59	5.54	6.2
	<i>Post</i>	7.31	7.91	6.64	7.39
How do you use your time	<i>Pre</i>	5.94	6.49	6	6.14
	<i>Post</i>	7.26	7.32	7.39	7.32
All the things you have	<i>Pre</i>	5.88	6.59	6.2	6.2
	<i>Post</i>	7	7.39	7.59	7.31
Other children in your centre	<i>Pre</i>	6.02	7.05	6.54	6.5
	<i>Post</i>	6.85	7.77	6.64	7.18
How are you listened to by adults in general	<i>Pre</i>	6.04	6.62	6	6.22
	<i>Post</i>	7.18	7.39	6.79	7.17
Your own body	<i>Pre</i>	6.37	6.42	4.95	5.97
	<i>Post</i>	7	7.34	6.25	6.96
The area where you live	<i>Pre</i>	4.56	7.04	6.46	5.93
	<i>Post</i>	6.56	7.3	6.82	6.93
Your life as a whole	<i>Pre</i>	5.38	6.84	5.78	5.98
	<i>Post</i>	6.51	7.3	6.61	6.86
The freedom you have	<i>Pre</i>	4.79	5.98	6.07	5.56
	<i>Post</i>	6.33	7.06	7.11	6.82
About how safe you feel	<i>Pre</i>	5.21	6.38	5.78	5.76
	<i>Post</i>	5.74	7.62	6.18	6.62
About what may happen to you later in your life	<i>Pre</i>	5.27	6	5.49	5.57
	<i>Post</i>	6.38	6.96	5.7	6.46
Your life as a student	<i>Pre</i>	5.44	5.51	4.41	5.16
	<i>Post</i>	6.33	6.79	5.29	6.26

11-point scale from 0 = *Not at all satisfied* to 10 = *Totally satisfied*

Feelings during the last two weeks

Below is a list of words that describe different feelings and emotions. Please read each word and then tick a box to say how much you have felt this way during **THE LAST TWO WEEKS**.

Table 9. Feelings during the last two weeks (Youngsters, Mean)

		Catalonia	Poland	Germany	Total
Full of energy	<i>Pre</i>	6.04	6.17	4.92	5.77
	<i>Post</i>	6.71	6.83	5.72	6.52
Happy	<i>Pre</i>	5.29	6.26	5.54	5.69
	<i>Post</i>	5.74	7.05	6.19	6.34
Calm	<i>Pre</i>	5.53	5.5	5.18	5.42
	<i>Post</i>	5.8	5.63	5.6	5.69
Stressed	<i>Pre</i>	5.68	5.5	6.05	5.73
	<i>Post</i>	5.22	4.59	5.62	5.07
Bored	<i>Pre</i>	5.24	5.33	5.64	5.39
	<i>Post</i>	5.21	4.49	4.58	4.79
Sad	<i>Pre</i>	5.24	5.13	5.37	5.24
	<i>Post</i>	4.47	4.8	5.04	4.74

11-point scale from 0 = *Not at all* to 10 = *Extremely*

Table 10. How much she/he has felt this way during the last two weeks (Youth workers, Mean)

		Catalonia	Poland	Germany	Total
Happy	<i>Pre</i>	5.67	6.78	5.83	6.08
	<i>Post</i>	6.41	7.26	6.5	6.78
Full of energy	<i>Pre</i>	5.54	5.77	5.35	5.56
	<i>Post</i>	5.95	6.48	5.68	6.1
Calm	<i>Pre</i>	5.08	5.73	5.15	5.31
	<i>Post</i>	5.55	6.17	5.29	5.74
Stressed	<i>Pre</i>	4.41	4.89	4.55	4.61
	<i>Post</i>	4.49	4.49	4.64	4.53
Sad	<i>Pre</i>	4.81	4.52	4.58	4.65
	<i>Post</i>	4.1	4.57	4.11	4.3
Bored	<i>Pre</i>	4.02	4.28	4.88	4.36
	<i>Post</i>	4.33	3.33	4.39	3.95

11-point scale from 0 = *Not at all* to 10 = *Extremely*

1.3 About the use of time

Table 11. What activities does your residential centre organise? (Youngsters, %)

		Never/Rarely				Weekly				Daily or almost daily			
		Cat.	Pol.	Ger.	Total	Cat.	Pol.	Ger.	Total	Cat.	Pol.	Ger.	Total
Sports	<i>Pre</i>	33.3	52.2	57.9	46.7	37.3	26.1	28.9	31.1	29.4	21.7	13.2	22.2
	<i>Post</i>	31.7	20.0	73.1	37.4	46.3	47.5	23.1	41.1	22.0	32.5	3.8	21.5
Cultural outings	<i>Pre</i>	60.8	76.1	76.3	70.4	37.3	19.6	18.4	25.9	2.0	4.3	5.3	3.7
	<i>Post</i>	57.5	77.5	53.8	64.2	37.5	17.5	46.2	32.1	5.0	5.0	0.0	3.8
Nature day trips	<i>Pre</i>	47.1	77.8	55.3	59.7	49.0	20.0	36.8	35.8	3.9	2.2	7.9	4.5
	<i>Post</i>	41.0	40.0	53.8	43.8	51.3	55.0	30.8	47.6	7.7	5.0	15.4	8.6
Crafts	<i>Pre</i>	61.2	60.9	64.9	62.1	32.7	23.9	32.4	29.5	6.1	15.2	2.7	8.3
	<i>Post</i>	62.5	52.5	73.1	61.3	32.5	32.5	26.9	31.1	5.0	15.0	0.0	7.5
Playing board games	<i>Pre</i>	37.3	41.3	18.4	33.3	58.8	41.3	57.9	52.6	3.9	17.4	23.7	14.1
	<i>Post</i>	26.8	12.5	15.4	18.7	53.7	65.0	73.1	62.6	19.5	22.5	11.5	18.7
Playing other games	<i>Pre</i>	40.0	44.4	18.9	35.6	46.0	28.9	59.5	43.9	14.0	26.7	21.6	20.5
	<i>Post</i>	29.3	32.4	30.8	30.8	56.1	43.2	53.8	51.0	14.6	24.3	15.4	18.3

Table 12. What activities does your residential centre organise? (Youth workers, %)

		Never/Rarely				Weekly				Daily or almost daily			
		Cat.	Pol.	Ger.	Total	Cat.	Pol.	Ger.	Total	Cat.	Pol.	Ger.	Total
Sports	<i>Pre</i>	46.2	20.0	48.8	38.4	26.9	66.7	26.8	39.9	26.9	13.3	24.4	21.7
	<i>Post</i>	15.4	31.1	48.1	29.7	74.4	33.3	29.6	46.8	10.3	35.6	22.2	23.4
Cultural outings	<i>Pre</i>	52.0	84.1	56.1	63.7	48.0	15.9	41.5	35.6	0.0	0.0	2.4	0.7
	<i>Post</i>	56.4	86.4	73.1	72.5	43.6	13.6	26.9	27.5	-	-	-	-
Nature day trips	<i>Pre</i>	47.1	77.3	47.5	57.0	52.9	22.7	22.5	34.1	0.0	0.0	30.0	8.9
	<i>Post</i>	43.6	40.4	29.6	38.9	56.4	57.4	55.6	56.6	0.0	2.1	14.8	4.4
Crafts	<i>Pre</i>	48.1	25.6	59.0	44.0	51.9	74.4	38.5	55.2	0.0	0.0	2.6	0.7
	<i>Post</i>	60.5	33.3	48.1	46.4	26.3	31.1	51.9	34.5	13.2	35.6	0.0	19.1
Playing board games	<i>Pre</i>	31.4	53.3	22.5	36.0	66.7	28.9	47.5	48.5	2.0	17.8	30.0	15.4
	<i>Post</i>	17.9	2.2	11.1	9.9	74.4	77.8	55.6	71.2	7.7	20.0	33.3	18.9
Playing other games	<i>Pre</i>	44.2	48.9	24.4	39.9	50.0	31.1	46.3	42.8	5.8	20.0	29.3	17.4
	<i>Post</i>	33.3	21.4	23.1	26.2	48.7	45.2	46.2	46.7	17.9	33.3	30.8	27.1

Table 13. What do you think you get out of leisure activities? (Youngsters, mean)

		Catalonia	Poland	Germany	Total
Entertainment	<i>Pre</i>	4.39	4.07	3.89	4.14
	<i>Post</i>	4.25	4.2	4.08	4.19
Fun	<i>Pre</i>	4.43	3.79	4.15	4.14
	<i>Post</i>	4.32	4	4.12	4.15
Learn new things	<i>Pre</i>	4.08	3.8	4	3.96
	<i>Post</i>	4.05	4.02	3.96	4.02
Sharing time with others	<i>Pre</i>	3.45	4.27	3.92	3.86
	<i>Post</i>	3.57	4.1	3.81	3.83
Be happier	<i>Pre</i>	4.27	3.73	3.65	3.92
	<i>Post</i>	3.98	3.76	3.69	3.83
Be more imaginative	<i>Pre</i>	3.75	3.78	3.5	3.69
	<i>Post</i>	3.95	3.85	3.19	3.73
Forget your worries	<i>Pre</i>	3.9	3.32	3.58	3.62
	<i>Post</i>	3.81	3.59	3.62	3.68
Calm	<i>Pre</i>	4.02	3.18	3.13	3.49
	<i>Post</i>	3.59	3.41	3.23	3.44
Make new friends	<i>Pre</i>	3.27	3.47	3.18	3.31
	<i>Post</i>	3.74	3.32	3.12	3.43
Make me waste my time	<i>Pre</i>	2.02	1.51	2.16	1.89
	<i>Post</i>	2.39	1.58	2.88	2.21
I get bored	<i>Pre</i>	1.67	1.64	2.11	1.78
	<i>Post</i>	2.05	1.63	2.23	1.94

 5-point scale from 1 = *Not at all* to 5 = *Totally*

Table 14. What do you think he/she gets out of leisure activities? (Youth workers, mean)

		Catalonia	Poland	Germany	Total
Entertainment	<i>Pre</i>	4.49	4.24	4.73	4.48
	<i>Post</i>	4.41	4.54	4.71	4.54
Sharing time with others	<i>Pre</i>	3.82	4.16	4.68	4.19
	<i>Post</i>	3.95	4.63	4.82	4.44
Fun	<i>Pre</i>	4.46	4.09	4.85	4.45
	<i>Post</i>	4.33	4.24	4.81	4.41
Learn new things	<i>Pre</i>	3.83	3.82	4.46	4.01
	<i>Post</i>	4.03	4.27	4.59	4.27
Forget your worries	<i>Pre</i>	4.4	3.87	4.49	4.25
	<i>Post</i>	4.42	3.87	4.21	4.14
Be happier	<i>Pre</i>	4.18	3.67	4.4	4.07
	<i>Post</i>	4.15	3.78	4.32	4.04
Be more imaginative	<i>Pre</i>	3.38	3.8	4.17	3.75
	<i>Post</i>	3.74	4.11	4.18	4
Calm	<i>Pre</i>	4.06	3.47	4.02	3.86
	<i>Post</i>	3.74	3.85	4.14	3.88
Make new friends	<i>Pre</i>	3.39	3.11	3.98	3.47
	<i>Post</i>	3.74	3.6	4.39	3.85
Make me waste my time	<i>Pre</i>	2.15	1.82	2.63	2.19
	<i>Post</i>	2.51	1.76	3.37	2.41
I get bored	<i>Pre</i>	1.65	1.93	1.66	1.75
	<i>Post</i>	1.97	1.58	1.89	1.79

 5-point scale from 1 = *Not at all* to 5 = *Totally*

1.4 Relationship with other people in the residential centre where they live

Table 15. How is the youngster's relationship with...? (Youngsters, mean)

		Catalonia	Poland	Germany	Total
The youth workers	<i>Pre</i>	3.84	4.28	4.05	4.05
	<i>Post</i>	3.85	4.41	4.00	4.10
The other children in the residential centre	<i>Pre</i>	3.49	3.74	3.32	3.53
	<i>Post</i>	3.61	3.90	3.23	3.63

 5-point scale from 1 = *Very bad* to 5 = *Very good*

Table 16. How is the youngster's relationship with...? (Youth workers, mean)

		Catalonia	Poland	Germany	Total
The youth workers	<i>Pre</i>	4.00	4.27	3.88	4.05
	<i>Post</i>	4.08	4.29	3.93	4.13
The other children in the residential centre	<i>Pre</i>	3.44	3.89	3.51	3.61
	<i>Post</i>	3.85	3.98	3.54	3.82

 5-point scale from 1 = *Very bad* to 5 = *Very good*

1.5 Challenges foresaw before starting the Project

When it comes to implementing the board game programme, what challenges do you see FROM YOUNGSTERS?

Table 17. Challenges related to youngsters (Youth workers, mean)

	Catalonia	Poland	Germany	Total
To learn the rules of a new game	3.33	3.05	3.76	3.36
Motivation	2.75	3.48	2.29	2.85
To find the right moment	2.56	3.11	2.24	2.64
Having other preferences	2.40	3.12	2.34	2.61

5-point scale from 1 = *With a lot of difficulties* 5 = *Without difficulties*

When it comes to implementing the board game programme, what challenges do you see from youth workers?

Table 18. Challenges related to youth workers (Youth workers, mean)

	Catalonia	Poland	Germany	Total
Motivation	3.62	3.96	4.22	3.91
The physical space	4.12	3.56	4.00	3.90
Doubts about the program outcomes	3.46	3.61	4.00	3.67
The time needed to learn the rules of a new game	3.12	3.24	2.76	3.05
Staffing ratios	3.19	3.78	1.73	2.95
To find the right moment	2.50	3.11	2.02	2.56

5-point scale from 1 = *With a lot of difficulties* 5 = *Without difficulties*

2. PROJECT EVALUATION RESULTS

Below are the results of the project evaluation questions. Most tables are ordered from highest to lowest score according to the results of the questionnaires answered by the young people (depending on the column with the total results).



Name of the Power BI report: **Opinion about the Domus Ludens Project**

2.1 Quantitative assessment results in the post-test

a) Frequency of playing

Table 19. How often do you play? (%)

		Catalonia	Poland	Germany	Total
Every week	Youngsters	25.9%	42.7%	28.6%	34.2%
	Youth workers	37.9%	55.6%	23.5%	39.1%
Every two weeks	Youngsters	31.0%	24.0%	21.4%	26.1%
	Youth workers	24.1%	33.3%	41.2%	31.3%
Every month	Youngsters	6.9%	12.0%	17.9%	11.2%
	Youth workers	20.7%	11.1%	17.6%	17.2%
Rarely	Youngsters	36.2%	21.3%	32.1%	28.6%
	Youth workers	17.2%	0.0%	17.6%	12.5%

b) Satisfaction with the project

Table 20. To what extent are you satisfied with...? (Mean)

		Catalonia	Poland	Germany	Total
The youth workers' attitudes during the game sessions	Youngsters	6.84	9.07	8.14	8.09
	Youth workers	8.18	8.5	8.81	8.43
The atmosphere of the game sessions	Youngsters	5.88	8.34	7.32	7.26
	Youth workers	8.11	8.53	8.25	8.27
The games you played	Youngsters	6.37	7.86	7.29	7.21
	Youth workers	7.93	8.06	8.24	8.05
The things you learned while playing in the game sessions	Youngsters	6.33	8.13	5.61	7.02
	Youth workers	8	8.18	7.94	8.03
Your participation in the game sessions	Youngsters	6.02	7.87	7.04	7.04
	Youth workers	7.43	8.5	7.83	7.84
The other youngsters' attitudes during the game sessions	Youngsters	5.23	7.58	6.04	6.44
	Youth workers	7.57	7.94	7.71	7.7

11-point scale from 0 = Not at all satisfied to 10 = Totally satisfied

c) The board games

Table 21. In general, do you like to play board games (%)

		Catalonia	Poland	Germany	Total
Yes	Youngsters	57.1%	88.0%	60.7%	72.3%
	Youth workers	100%	100%	93.8%	98.4%
No	Youngsters	42.9%	12.0%	39.3%	27.7%
	Youth workers	0%	0%	6.3%	1.6%

d) Preference for board games

Table 22. Which two games did you like the most?

	The FIRST game did you like the most?	Freq.	The SECOND game did you like the most?	Freq.
1	SPOT IT	21	SPOT IT	24
2	VIRUS	18	SUSHI GO	12
3	SUSHI GO	15	VIRUS	12
4	DIXIT ODYSSEY	12	CODENAMES PICTURES	10
5	GHOST BLITZ	9	GHOST BLITZ	10
6	CATAN	8	6 NIMMT	9
7	INCAN GOLD	8	SABOTEUR	8
8	TICKET TO RIDE EUROPA	7	JUNGLE SPEED	7
9	6 NIMMT	6	TICKET TO RIDE EUROPA	7
10	JUST ONE	6	THE MIND	5
11	MAGIC MAZE	6	BONHANZA	4
12	SABOTEUR	6	CATAN	4
13	CARCASSONNE	5	DIXIT ODYSSEY	4
14	Farmer	5	JUST ONE	4
15	JUNGLE SPEED	5	Piraten Kapern	4

Table 23. Which were the two games you didn't like?

	Which was the FIRST game you didn't like?	Freq.	Which was the SECOND game you didn't like?	Freq.
1	DIXIT ODYSSEY	13	DIXIT ODYSSEY	10
2	CATAN	9	CARCASSONNE	9
3	CODENAMES PICTURES	8	TICKET TO RIDE EUROPA	7
4	TICKET TO RIDE EUROPA	8	BONHANZA	6
5	VIRUS	8	MAGIC MAZE	6
6	LOVE LETTER	7	SPOT IT	6
7	SABOTEUR	7	GHOST BLITZ	5
8	SPOT IT	7	SUSHI GO	5
9	CARCASSONNE	6	JUNGLE SPEED	4
10	MAGIC MAZE	6	6 NIMMT	3
11	BONHANZA	5	CODENAMES PICTURES	3
12	GHOST BLITZ	5	Jaki jest?	3
13	INCAN GOLD	5	LOVE LETTER	3
14	SUSHI GO	4	CATAN	2
15	THE MIND	4	FORBIDDEN ISLAND	2

e) The role of the youth workers during game sessions
Table 24. In general, the youth workers who played with us... (Mean)

		Catalonia	Poland	Germany	Total
The youth worker who led the game session was reliable when we played	Youngsters	3.63	4.73	4.11	4.21
	Youth workers	4.54	4.5	4.06	4.4
Organised good game sessions	Youngsters	3.74	4.61	3.82	4.15
	Youth workers	4.43	4.38	4	4.31
Made me feel comfortable	Youngsters	3.79	4.45	3.86	4.1
	Youth workers	4.5	4.44	4.19	4.4
Gave advice and support to me when I had a problem with the other youngsters when I play	Youngsters	3.62	4.33	4.04	4.02
	Youth workers	4.61	4.63	4.5	4.58
Made me rely on my own capabilities to play	Youngsters	3.52	4.31	3.64	3.9
	Youth workers	4.5	4.38	3.81	4.28
Aroused my curiosity towards new games	Youngsters	3.46	4.09	3.54	3.76
	Youth workers	4.36	4.38	3.75	4.2
Helped me to learn new ways of how to handle my emotions when I played	Youngsters	3.24	4.21	3.44	3.72
	Youth workers	4.39	4.56	4.33	4.42
The game sessions made improved my relationship with the youth workers	Youngsters	3.27	3.99	3.04	3.55
	Youth workers	4.54	4.44	3.8	4.32
Gives advice and support when youngsters have a problem with the youth workers who played (just professionals)	Youngsters
	Youth workers	4.5	4.31	4.5	4.45

5-point scale from 1 = *Not at all* to 5 = *Totally*

f) The roles of the other youngsters who played
Table 25. In general, the other youngsters who play... (Mean)

		Catalonia	Poland	Germany	Total
They taught me things about the game	Youngsters	3.31	4.17	2.96	3.64
	Youth workers	4.18	4.19	3.94	4.12
They helped me during the game session when I needed it	Youngsters	3.07	3.87	3.3	3.48
	Youth workers	4.04	4.06	3.75	3.97
Made me feel comfortable	Youngsters	3.25	3.56	3	3.35
	Youth workers	4.25	3.75	4.06	4.07
The game sessions made improved my relationship with the other youngsters	Youngsters	3.11	3.68	2.75	3.3
	Youth workers	3.96	3.81	3.38	3.77
They highly valued participating in play sessions (just professionals)	Youngsters
	Youth workers	3.71	4	3.38	3.69

5-point scale from 1 = *Not at all* to 5 = *Totally*

g) Aspects to assess in the board game sessions: strengths and weaknesses

Table 26. How often did the following happen? (Mean)

		Catalonia	Poland	Germany	Total
I think that the youth worker was motivated to play	Youngsters	3.71	4.64	4.26	4.23
	Youth workers	4.39	4.25	4.33	4.34
The youth worker initiated the games sessions	Youngsters	3.8	4.35	4.29	4.14
	Youth workers	4.39	4	4.13	4.22
We found appropriate spaces to play	Youngsters	3.55	4.31	4.36	4.05
	Youth workers	3.89	4.56	4	4.1
We learned very good the rules of the games	Youngsters	3.36	4.21	3.89	3.85
	Youth workers	4.04	4.19	3.94	4.05
Youngsters like the games we played	Youngsters	3.23	4.04	3.57	3.66
	Youth workers	3.96	3.94	3.67	3.88
I had time to play	Youngsters	3.14	4.03	3.75	3.66
	Youth workers	3.39	4.13	3	3.48
I was motivated to play	Youngsters	3.18	4.01	3.18	3.56
	Youth workers	3.29	4.06	3.31	3.5
When I played, youngsters chose the games	Youngsters	3.13	3.85	3.64	3.55
	Youth workers	3.86	3.75	3.88	3.83
I think that the other youngsters were motivated to play (just youngsters)	Youngsters	3.15	3.97	3.19	3.54
	Youth workers
We found a good time to play	Youngsters	3.09	3.86	3.46	3.51
	Youth workers	3.21	4.19	3.31	3.5
The youth worker chose the games	Youngsters	3.25	3.23	3.26	3.24
	Youth workers	3.64	3.63	3.31	3.55
Game sessions helped to get to know youth workers better	Youngsters	2.86	3.61	2.82	3.19
	Youth workers	3.96	3.38	3.38	3.65
Game sessions helped me to know other youngsters better	Youngsters	2.82	3.7	2.46	3.16
	Youth workers	3.93	3.69	3.56	3.77
Game sessions made increased my self-knowledge	Youngsters	2.57	3.41	2.39	2.92
	Youth workers	3.78	3.56	3.19	3.56
I initiated the games sessions	Youngsters	2.43	2.89	2.86	2.72
	Youth workers	2.78	3.56	3.27	3.12
Youth workers like the games we played (just professionals)	Youngsters
	Youth workers	4.37	4.19	4	4.22
There was time to explain the rules of new games (just professionals)	Youngsters
	Youth workers	3.82	4.06	3.5	3.81
It was easy to explain the rules (just professionals)	Youngsters
	Youth workers	3.57	3.63	3.67	3.61
Youngsters had other preferences when it was time to play (just professionals)	Youngsters
	Youth workers	3.75	2.44	3.31	3.28

5-point scale from 1 = Never to 5 = Daily or almost daily

h) Looking to the future: frequency and duration of sessions

Table 27. We should play... (%)

		Catalonia	Poland	Germany	Total
Less often	Youngsters	34.5%	16.9%	14.8%	22.9%
	Youth workers	7.4%	0.0%	0.0%	3.4%
Just as we are doing	Youngsters	40.0%	49.3%	51.9%	46.4%
	Youth workers	40.7%	88.2%	66.7%	61.0%
More often	Youngsters	25.5%	33.8%	33.3%	30.7%
	Youth workers	51.9%	11.8%	33.3%	35.6%

Table 28. The sessions should last... (%)

		Catalonia	Poland	Germany	Total
Shorter	Youngsters	34.0%	8.8%	10.7%	18.1%
	Youth workers	0.0%	6.3%	6.3%	3.4%
Just as we are doing	Youngsters	50.9%	63.2%	67.9%	59.7%
	Youth workers	73.1%	87.5%	68.8%	75.9%
Longer	Youngsters	15.1%	27.9%	21.4%	22.1%
	Youth workers	26.9%	6.3%	25.0%	20.7%

i) Looking to the future: aspects to take into account

Table 29. With the completion of the project regarding the game sessions... (% Yes)

		Catalonia	Poland	Germany	Total
I would like to continue playing with the same youth workers	Youngsters	63.6%	91.4%	85.7%	80.4%
	Youth workers	-	-	-	-
I would like to learn new games	Youngsters	56.4%	84.1%	78.6%	73.0%
	Youth workers	96.4%	100.0%	81.3%	93.4%
I will recommend the experience of participating in the game sessions to other youngsters in residential care	Youngsters	59.6%	83.8%	64.3%	71.6%
	Youth workers	96.3%	76.5%	93.8%	90.0%
I would like to continue with the game sessions	Youngsters	48.2%	93.0%	60.7%	71.0%
	Youth workers	96.4%	100.0%	81.3%	93.4%
I would like to continue playing the same games	Youngsters	52.7%	84.3%	60.7%	68.6%
	Youth workers	82.1%	100.0%	100.0%	91.7%
I would like to choose the games we play	Youngsters	62.3%	64.3%	64.3%	63.6%
	Youth workers	85.7%	76.5%	57.1%	76.3%
There is a lack of staff to continue the project (just professionals)	Youngsters	-	-	-	-
	Youth workers	57.1%	29.4%	43.8%	45.9%
I have doubts about the project outcomes (just professionals)	Youngsters	-	-	-	-
	Youth workers	42.9%	5.9%	6.7%	23.3%

2.2. Quantitative results of the weekly reports

Below are the results of the weekly reports on the different game sessions that took place in the centres.



Name of the Power BI report: **Results of the weekly reports**

Table 30. Number of answers by centre

	Catalonia	Poland	Germany
Centre 1	24	30	59
Centre 2	54	38	16
Centre 3	41	30	16
Centre 4	44	35	22
Centre 5	20	28	21
Centre 6	35	34	12
Centre 7	23		42
Centre 8	42 (no participant)		18
Centre 9	4 (no participant)		19
Centre 10			16

Table 31. Games played during the project (and they are in the games guide)

	Catalonia	Poland	Germany	Total
SPOT IT	16	50	36	102
SUSHI GO	33	36	15	84
VIRUS	47	27	9	83
JUNGLE SPEED	41	14	12	67
GHOST BLITZ	37	9	20	66
JUST ONE	28	21	14	63
6 NIMMT	13	39	3	55
THE MIND	27	4	16	47
TICKET TO RIDE EUROPA	14	0	30	44
CODENAMES PICTURES	17	10	8	35
DIXIT ODYSSEY	15	8	12	35
CATAN	24	1	8	33
INCAN GOLD	33	0	0	33
SABOTEUR	15	12	3	30
BONHANZA	11	12	6	29
CARCASSONNE	9	11	5	25
LOVE LETTER	19	2	2	23
MAGIC MAZE	8	2	8	18
FORBIDDEN ISLAND	10	1	1	12
THE RESISTENCE - AVALON	7	0	0	7

Table 32. Games played during the project (and they aren't in the games guide)

	Catalonia	Poland	Germany	Total
Piraten Kapern	0	0	34	34
UNO	11	5	6	22
UNO Flip	0	0	19	19
Parxís	6	3	6	15
Rummikub	7	6	0	13
Mikado	5	1	1	7
Sen	0	6	0	6
Farmer	0	6	0	6
Scrabble	0	6	0	6
Jenga	2	2	1	5
Oca	4	0	0	4
La polilla tramposa / l'Arna Tramposa	4	0	0	4
Monopoly	1	0	2	3
Dames	3	0	0	3
Paleo	0	0	3	3
Backgammon	0	0	3	3
Categories (Stadt, Land, Fluss)	0	0	3	3
Jocs en línia	1	0	2	3
Moomery	0	3	0	3
Piou-Piou	2	0	0	2
Bingo	2	0	0	2
Phase 10	0	0	2	2
Skyjo	0	0	2	2
Marro de nou (Mühle)	0	0	2	2
Ribbit / Carrera de tortugues	0	2	0	2
Adivina quién soy	1	1	0	2
Strike	2	0	0	2
Skipbo	0	0	2	2
Splendor	0	2	0	2
Slapzi	1	0	0	1
Monster Match	1	0	0	1
Tower cube	1	0	0	1
Operaciones	1	0	0	1
Junk art	1	0	0	1
Cortex	1	0	0	1
Twistter	0	0	1	1
Kniffel	0	0	1	1
5 Minute Dungeon	0	0	1	1
Escacs	0	0	1	1
Exit The Game - The Stormy Flight	0	0	1	1
Mario Party Superstars	0	0	1	1
Micro Macro - Crime city	0	0	1	1
Ta Bu Du	0	0	1	1
36 Ecken	0	0	1	1
Enfonsar la flota	0	0	1	1
Arschkarte o Dumstrut	0	0	1	1
Risk	0	0	1	1

Codenames Word	0	0	1	1
Unlock! Adventures (Die Formel)	0	0	1	1
Tick Tack Bumm	0	0	1	1
Galaxy Trucker	0	0	1	1
Activity	0	0	1	1
Czófko	0	1	0	1
Rock the Beat / Ritmo y bola	0	1	0	1
Ubongo	0	1	0	1
Totem	0	1	0	1
Story cubes	1	0	0	1
Exploding Kittens	1	0	0	1
El dorado	1	0	0	1
UNO Express	0	0	1	1
Kubb o Wikinger Schach	0	0	1	1
Remik, cards	0	1	0	1
5 seconds	0	1	0	1
Milionerzy	0	1	0	1
Abalone	1	0	0	1

Table 33. Game session according to project month

	Catalonia	Poland	Germany	Total
October 21	1	1	0	2
November 21	39	31	36	106
December 21	41	20	31	92
January 22	41	25	38	104
February 22	39	26	33	98
March 22	49	25	33	107
April 22	37	25	39	101
May 22	33	24	28	85
June 22	7	18	3	28
Total	287	195	241	723

Table 34. Duration of the game sessions

	Catalonia	Poland	Germany	Total
Half an hour	22.1%	23.1%	28.6%	24.5%
An hour	38.2%	50.3%	37.0%	41.1%
An hour and a half	26.0%	17.9%	19.3%	21.6%
Two hours	9.5%	7.7%	10.9%	9.5%
Two hours and a half	2.1%	1.0%	2.1%	1.8%
Three hours	2.1%	0.0%	1.7%	1.4%
Three hours and a half	0.0%	0.0%	0.4%	0.1%

Table 35. Place of the game sessions

	Catalonia	Poland	Germany	Total
Inside the centre	96.5%	96.4%	90.7%	94.6%
Outdoors	3.5%	3.6%	9.3%	5.4%

Table 36. Number of youngsters playing

	Catalonia	Poland	Germany	Total
1 player	15.8%	2.1%	25.6%	15.3%
2 players	24.2%	11.3%	36.6%	24.8%
3 players	21.8%	19.0%	19.3%	20.2%
4 players	15.8%	21.5%	14.7%	17.0%
5 players	7.4%	16.9%	1.7%	8.1%
6 or more	15.1%	29.2%	2.1%	14.6%

Table 37. Number of youth workers playing

	Catalonia	Poland	Germany	Total
1 player	46.1%	73.5%	57.6%	57.3%
2 players	44.0%	25.4%	37.6%	36.9%
3 players	4.3%	1.1%	4.4%	3.4%
4 players	2.1%	0.0%	0.0%	0.9%
5 players	3.5%	0.0%	0.4%	1.6%

Table 38. Satisfaction with game sessions (Mean)

	Catalonia	Poland	Germany	Total
Youngsters	8.31	8.70	8.21	8.38
Youth workers	8.51	8.96	8.44	8.61

11-point scale from 0 = *Not at all satisfied* to 10 = *Totally satisfied*

3. REFLECTIONS EXPRESSED DURING THE MEETING OF LUDIC AGENTS

On October 25, 2022, the meeting of ludic agents took place through the Zoom platform. The project partners met with the ludic agents of different countries.

The main ideas shared by the ludic agents were:

- Satisfaction with the project.
- Younger children were more motivated to play than older children.
- Although it would be ideal for the game sessions to take place impromptu, it is positively valued to schedule them. It's easier to stick to a routine. It is usually played during the weekends.
- Some children and young people asked to play.
- I liked some games more than others. For example, children prefer easy and quick games.
- Currently, once the project is over, some centres are still playing.
- In some centres, a few hours or a day are established without screens, and the game sessions are held in these spaces. In other centres, it has also worked to propose different alternatives, such as reading or playing board games.
- The fact that the social educators are motivated by the project and want to play is key to the success of Domus Ludens.
- Board games are a very useful tool in different situations. For example, when a new young person arrives at a centre, the board game can facilitate their welcome, breaking the ice.
- There is a tendency to play games that educators know since teaching new ones is a great challenge.
- Sharing playtime between young people and educators is highly valued.
- One of the ludic agents expresses that in her centre, it has been very difficult to implement the project, and it has been very difficult to play every week. He explains that it may have been because the young people were between 16 and 18 years old.
- During the project in each country, some special activities related to board games have been carried out, for example:
 - Some young people, together with recreational agents, organised a day of board games with professionals from the child protection system.
 - Each country has held meetings between different centres to play board games.
 - One of the centres organised a board game open day, encouraging family and friends of the teenagers to come to the centre to play board games.
- The challenges mentioned during the meeting are the following:
 - Stay motivated.
 - Motivate some educators who have not been enthusiastic about participating in the project.
 - Let the young people see that educators like to play and that they do it because they have fun.
 - Include play in different spaces and times, such as during family visits. Also, in therapeutic spaces.



- The fact of introducing new games, as it takes time to learn how to play them and prepare how to present them to young people.
- Getting new games as it requires a budget.
- Schedule meetings between different residential centres to play board games.

Universitat de Girona
Liberi
**Grup de Recerca en Infància,
Joventut i Comunitat**



WWW.DOMUSLUDENS-PROJECT.COM