



# Domus Ludens

*"A House that plays"*



Cofinançat pel  
programa Erasmus+  
de la Unió Europea





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# “Domus Ludens, a house that plays”

Effective promotion of the right to play in residential care services.

Program	Erasmus+ K2
Type	Collaboration partnerships in the field of the youth
Title	“Domus Ludens, la casa que juga”
Duration	22 months (extended)
Start date	January 15th, 2020
Budget	96.723 €



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# Partners

Partners involved:

- \* 5 organizations
- \* 3 countries

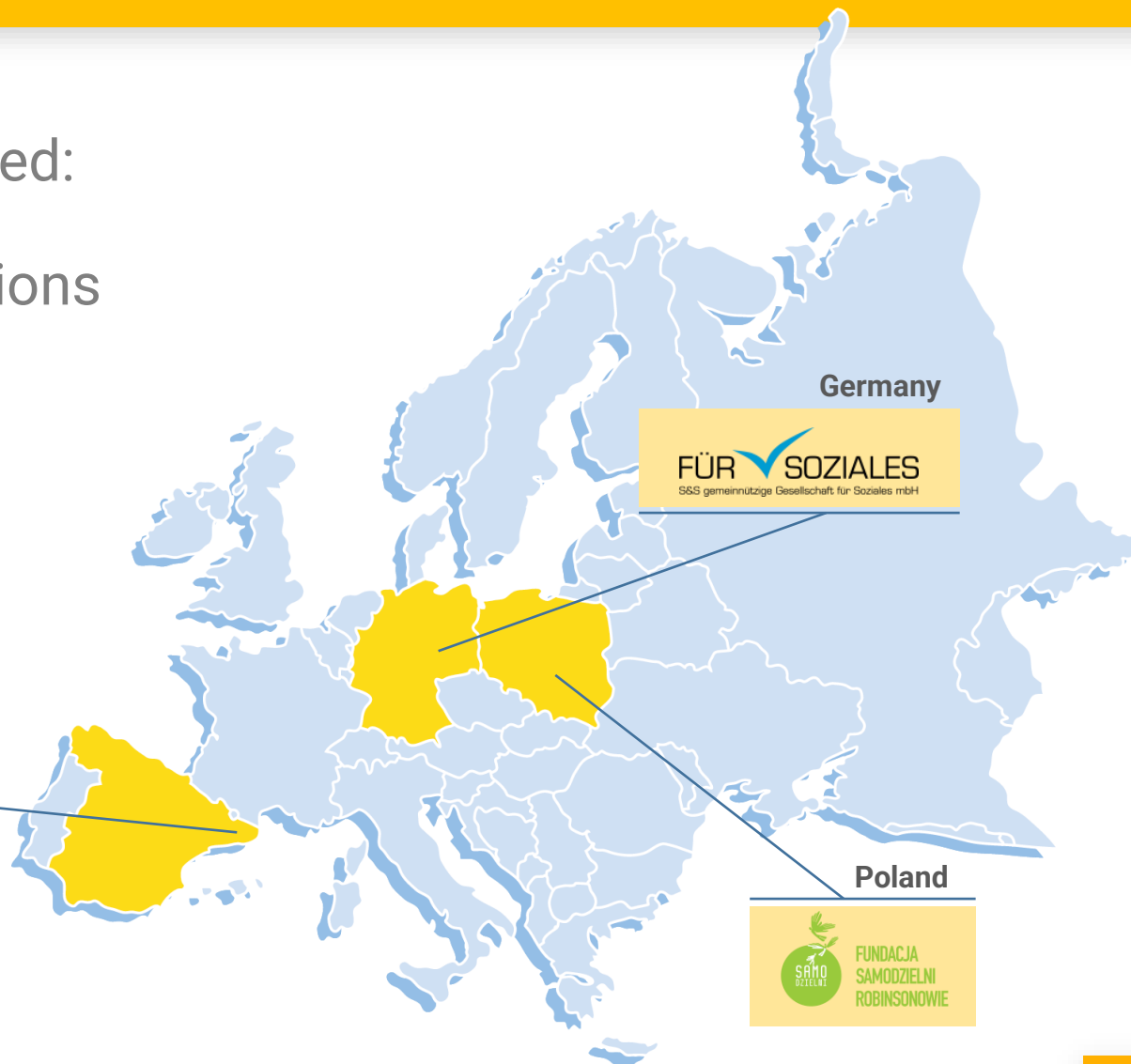
Spain



Germany



Poland





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## Origin and motivation for the project

- \* Assessments and perceptions in relation to when and how we played from child protection services.
- \* To value the right to play and its effective implementation.
- \* The potential and the opportunity offered by modern board games to make this right effective.

Thus we started to think of a project to promote the right to play through the implementation of board game sessions in our centers.



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# Resources and partner research

- \* Erasmus+ k2;
- \* Partner research on:
  - \* Childcare specialists .
  - \* Research experience,
  - \* Board games culture,



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## Hypotheses

The project raises the hypothesis that:  
a structured and sustained implementation of games (with a specific focus on board games) can have a positive impact on the well-being of youngster, on the relational climate at the service and on the improvement of their skills and competences (planning, organisation, goal setting, decision making, collaboration).



# Objective the project

## \* General Objective

To promote the exercise of the right to play through board games and to measure the impact on the subjective well-being and the acquisition of personal skills of young people in residential care.

## \* Objectius específics:

- » To create the figure of the play agent and train the educational staff of residential care services as play agents: a figure capable of analysing the specific context of the young people in care and dynamising a board game culture in a programmed and sustained way.
- » To implement the right to play in residential care services through a specific programming of board games in the framework of a pilot test for 8 months.
- » To evaluate the impact of the role of the play agent and the programming of board games on the subjective well-being, the relational climate and the acquisition of skills and competences by the participating adolescents.





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# What are the products of the Project?

- \* Board games guide
- \* Ludic Agent Manual
- \* Creation of the figure of the ludic agent
- \* International training of trainers ( Spain)
- \* Local training courses
- \* Pilot test for 8 months.
- \* Evaluative research on the impact of the project.
- \* National conferences to present the results.





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## Board games guideline



It provides information and guidance on 20 games, which have been specifically selected to impact on the acquisition of skills and the emotional well-being of young people living in the protection system and concretely in residential care services (besides being utterly fun).



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## Board Game guideline (II)

Main goal: to provide easily useful and practical information about the game:

- ✳ Competences and skills on which the games have an impact.
- ✳ Complexity/difficulty of the game.
- ✳ Duration of the games.
- ✳ Competitive/collaborative type.
- ✳ Size of the game.
- ✳ Number of players.





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# Ludic Agent Manual



A guide for youth workers that presents key methodology and guidance to empower educational staff to effectively use board games and achieve the integration of active play in the context of residential care services:

- \* Roles and responsibilities of the lúdico Agent.
- \* Usefull tools for the implementation of game sessions ( how to boost)



## The role of the Ludic Agent

- \* **The ludic agent is critical** to promoting the culture of the game in the residential centers and the effective implementation of **the right to play**.
- \* **Promote the knowledge and competences gained** to the rest of the team and professional of the services in order to implement successful game sessions.
- \* **The ludic agent is able to analyse the youngster's context and necessities** to implement practical board game sessions.
- \* **It is necessary an specific training** to implement the role.



**International Training, Girona, September 2021;**

- ✱ Design of theoretical and practical training contents for the training of Ludic Agents.

**Local trainings** in the 3 countries involved; germany, spain and poland

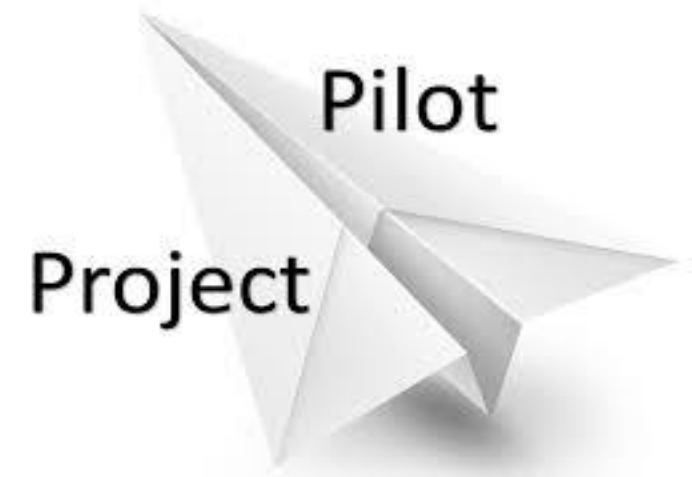




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## Pilot

- \* Duration : 8 months (nov-june),
- \* 72 social worker involved,
- \* 138 youngster (Resilis, FSR, FS),



- \* Evaluation throught pre-test, post-test and weekly reports.



## Considerations

- \* A project that makes sense in itself, beyond the results, from the perspective of making a right effective.
- \* Creating a culture of play requires a commitment from the service as a whole, not only from the ludic agents.
- \* It is important to maintain continuous and updated training.
- \* The project has provide professional resources and competences for the workers.





# Thank you



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