IAgeGame
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Who We Are

Current partners:
• FhP – R&D – User Interfaces for seniors
• SCML – End user (seniors and children)
• ISCTE – Research on ageism and intergerational activities
Several studies have found different benefits in promoting intergenerational interaction, particularly between children and older adults. Finding a common ground, similar interests and interesting activities is key for a successful interaction, and games can be a good starting point.

The goal of this project is to create a videogame to aid an intervention that can bring together children and seniors, fight ageism and prevent social isolation.
Looking for

• Partner that can contribute to the technical development of the Project (outside of Portugal and Spain)
  • Game Design and Development
  • Animation

• Commercial/Business partner

• End-user outsider of Portugal