

IAgeGame
rita.mata@fraunhofer.pt

Who We Are

Current partners:

- FhP – R&D – User Interfaces for seniors
- SCML – End user (seniors and children)
- ISCTE – Research on ageism and intergenerational activities

Project idea

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
- Comercial/Business partner
- End-user outsider of Portugal