



	REPORT SHEET ON PILOT ACTIVITIES
FIELD THEME	
(Online) gaming as social self-exclusion	
PLACE, DATE, TIME OF SESSION	
Gdansk, UM: 31.3.2015, 16:30-18:30	
TARGET GROUP, NUMBER OF PARTICIPANTS	
Parents, 8 participants Adult trainers (GCPU), 3 present	
OBJECTIVE OF THE SESSION (WHAT DID WE WANT TO ACHIEVE)	
(1) Test good practices; (2) Train trainers; (3) Talk about gaming as social self-exclusion	
METHODS USED (ILLUSTRATE WITH IMAGES WHEN POSSIBLE)	
Who are you until now good practice, C2C (light version) good practice	
REACTIONS - OBSERVATIONS - EVALUATIONS: WHAT ADVANTAGES AND RISKS OF THE METHOD HAVE WE FOUND?	
The participants were surprised about the good practice. They had expected to hear about easy rules to follow when dealing with their children's assumed addiction but instead they were invited to self-reflect. After the initial shock they gladly started reflecting and then asked for a follow-up session, with their children present to make the self-reflecting a common activity.	
ANY FURTHER OBSERVATIONS	

