



Europarents 2020

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The family is the smallest system in European society, the starting point for democracy building and social change, and therefore deserves special support. We know from our previous project that families across Europe are in conflict about similar issues, that almost everyone is "stuck" in the same places. There we have exchanged ideas in a consortium of Germany, Austria, Bulgaria, Spain and Greece, collected the results and prepared them for the publication.

In "Europarents 2020" we follow these results: we will first carry out a survey to be able to orientate our further steps exactly to the needs of parents. We will then work together to develop a game that facilitates and stimulates communication on difficult issues in families. Experience shows that many parents are already relieved when they realize that they are not alone with their problems. With this game, they can not only get a feeling for the fact that some topics affect families throughout Europe, but also come into direct contact with approaches from other countries and can reflect on them in a playful way.

Furthermore, the need's analysis, the further exchange and the joint development of the game will lead to an additional professionalization of our organisations. One target group are the employees of the organisations who, through their work and finally through the distribution of the game in the vicinity of the organisation, will carry the results into the target group of parents and families. In this way, not only the individual organisations benefit from the European exchange, but also the families can get a feeling that other people in Europe are similar to themselves, a feeling for the European community, and at the same time find new solutions for family conflicts.

In our previous projects in which the individual organisations have worked together, everyone had the impression that "Europe works best on a small scale" - direct human contact, and, where this is not possible, the families' knowledge is similar throughout Europe, leads to mutual understanding and sympathy across national borders, which nowadays are threatening to become stronger again.

Four project Meeting in Germany, Spain, Bulgaria and Austria.

IO1 Families across Europe get into conflict about similar issues. The use of new media, educational issues, dealing with money and the compatibility of family and work are focal issues that concern many families in Europe. On the basis of a desktop research, the national level of the partners / countries will be used to determine which problems and needs families have in the 21st century. In order to specify these findings more precisely in the following, we will conduct a survey in order to orient our further procedure precisely to the needs of the parents. The results influence the development of the game, which makes communication on difficult topics in the family easier, stimulates and works on a low-threshold basis.

This country comparison and this analysis will show that the situation at the national level of the countries participating in the project is not always identical and possibly very complex.

All partners are working on using the parameters created by the Academy for Political Education and Measures to Promote Democracy to create their own national comparison and then to conduct a survey. To carry out the survey, the Academy for Political Education and Measures to Promote Democracy is developing a questionnaire. This must be translated by the partners into the national language and carried out in their country. A total of at least 80 families per partner country should take part in the survey. Each partner then has to evaluate the results using an Excel table, document them descriptively and translate them into German. The leading partner collects all information and then provides an international comparison and analysis of the situation of families in Europe. These results are now translated into the respective national language by each partner in order to make the information available to the relevant stakeholders and interested parties.

In order to achieve this goal, 18 working days are planned for each partner and 22 working days for the head of IO1.

The research result is sent to relevant stakeholders as a text file by email and is also available on the project website and other channels (Facebook, Epale).

IO2 We know from brain research that the more positive the emotional state at the time the content is conveyed, the better a learning content can be internalized. A game that creates a pleasant atmosphere can be particularly useful in addressing conflicting, potentially unpleasant topics and reflecting on them. That is why the main product in "Europarents" will be a card game, based on classic games such as "Sympathie" or the relatively new, popular game "Vertellis", in which exchange and togetherness are the focus. In the previous project, there was already an exchange about similarities and differences to various family issues in the individual countries, we are currently planning to do the above. Test games together at the final meeting.

As a further preparation, we use the Europe-wide survey to tailor the game to the needs of European families. On the topics of "upbringing (especially media education, different ideas)", "dealing with money", "communication and culture of debate", "compatibility of family and work / gender equality (including the new role of fathers)" and others that playing cards will be developed in the course of the survey. These cards contain suggestions for conversation, ideas for role plays, and pictures as

Discussion basis or questions for philosophizing, e.g. "What do you think the person on your right would like to spend money on?", "In your opinion, how well does the work-life balance work in your family?", "What do you like about your upbringing?", "What positive rituals do you have as a family?" etc. Some cards are produced blank so that players can contribute their own ideas.

After completion of the development phase and a small test in the consortium at the third PM, the game is played in the respective national language with parents and stakeholders such as Family counsellors or city youth workers tested once in the prototype version in each partner country. This phase serves as a means of quality assurance to ensure again that we are orientating precisely to their needs.

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Process evaluation already shows during the test event how the participants rate the game and which one's goals have actually been achieved. In a group discussion at the end, the participants are asked for qualitative feedback. Be like that the learning and personal experiences of the day are continuously collated, group processes are reflected on and learning objectives are reviewed. The Statements of the participants from these reflection rounds are recorded, evaluated by the supervisor and, if necessary, included in the further development of the game.

Furthermore, we will carry out a summative evaluation to check the effectiveness and assess the quality of our measure. This serves a questionnaire that consists of quantitative and qualitative parts. This gives the participants the opportunity to rate the game anonymously.

Based on these test events, all materials created are checked and changed in accordance with the new findings and customized.

The game is initially developed in the project language, German. After completing the test phase and familiarizing yourself with any adjustments / changes resulting from this, the results of this work phase are translated into the corresponding partner languages. Of course, large parts of the prototype have to be translated for testing beforehand.

At the end, an appealing, low-threshold game was created that can be expected to spread effortlessly.

According to the recommendation of the well-known family therapist Jesper Juul: "Forge the iron while it's cold", the individual family members can talk in a relaxed atmosphere about topics for which there is too little time in everyday life, and which lead to conflicts.