

I read the volume with interest and curiosity. It considers a new and original way related to seniors' teaching and learning. This is a complete, formative manual that clearly introduces the problems inherent in the education of seniors. The comparison between the various partner countries is very effective. The publication offers a wide range of games and class scenarios. The various examples are clear, focused and well described. I believe that this book is a valid considerable work, both as a reference point for operators of the sector and for its possible practical general use.

Professor Paolo Di Sia, University of Padova, Italy

The book „Location-based games as a contemporary, original, and innovative method of seniors' teaching and learnings” declares two important aims: didactic and scientific. The scientific aspect of the book is a reliable diagnosis of the situation of persons over 65 years of age in the countries in which the project was conducted. The authors use statistical data in their countries and in Europe and present such aspect of seniors' life as access to the internet, the possibilities of using a computer, demographical transitions, and digital exclusion. The authors also present the realization of the LoGaSET project, according to the consecutive phases of the project, as well as a reliable statistical analysis of the evaluation of the project. The study conducted on 90 participants from 4 countries proves that the hypothesis of the effectiveness of location-based games as a method of education is not dependent on local and cultural conditions in Europe. Thus, this innovative educational method has a universal aspect. The reviewed book is a good manual dedicated to future educators of seniors.

The scale and size of the whole project must be emphasized and appreciated. In the Afterword, the authors state that in the project were engaged: „4 partner institutions, 23 supporting institutions, 153 senior citizens, 14 researchers, 66 educators and observers, and 7 photographers. The success of the project represents the efforts of 27 institutions and 240 people representing 4 different countries”. Such engagement in a project verifying the effectiveness of location-based games as an educational method for older persons is impressive.

Professor Miguel Ángel Mañas Rodríguez, University of Almería, Spain

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LOCATION-BASED GAMES

as a contemporary, original, and innovative
method of SENIORS' teaching and learning



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