

Food Gaming For Active aGeing – FG4AG (2019-1-FR01-KA204-062101)

On the 2nd of December 2019, the “Food Gaming for Active aGeing” co-funded by the Erasmus+ Programme of the European Union project started, and it will be in progress until November 30th 2021.

Partners of the project are: E-Seniors Association (France), Abertay University (United Kingdom), AIJU (Spain), VITECO (Italy).

FA4AG aims at promoting good nutrition habits among seniors by proposing innovative game solutions to explain nutrition. The gamification dimension will at once boost seniors' motivation to learn more about well eating and promote ICT use among older people. A nutrition guide will be available for all seniors in order to learn more about good nutrition habits. The learning dimension will be strengthened by the Nutrition Games Platform that will host the nutrition games and will be specifically tailored on seniors' needs in terms of usability and acceptability. These 2 tools will be co-designed by the consortium thanks to the involvement of the seniors from the very beginning of the project and will test and validate with them.

The development of FG4AG will be divided into 4 main results, with specific activities and tasks:

- State of the art report underlying the best practices and the needs of the target groups on four countries: France, Italy, Spain and United Kingdom
- A report with the results of the co-creation sessions in three countries: France, Spain and United Kingdom mobilizing over 30 seniors
- A comprehensive educational program on the project website, based on the needs of senior users and produced with the assistance of nutritional professionals and researches
- A platform offering interactive and educational games about nutrition: The Nutrition Games Platform

First project's meeting is scheduled to be on the 3rd of March in Paris.

The Consortium of Partners for FG4AG