

Why is a project like SDD important?

Equality and participation are fundamental values in a democratic society. An important basis for this is to recognise inequalities and discrimination and to be able to propose solutions. This requires the ability to address issues, highlight fundamental disagreements, and critical thinking. Both learners and adult educators need to be empowered in their perceptions of social discourses and their impact on personal attitudes and actions. A conscious approach in this regard promotes empathic and critical thinking, creates understanding for marginalised positions, and strengthens the ability to reflect on one's own attitudes.

Project Duration:

December 2020
- End of July 2023

European coordination - contact

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Project partners

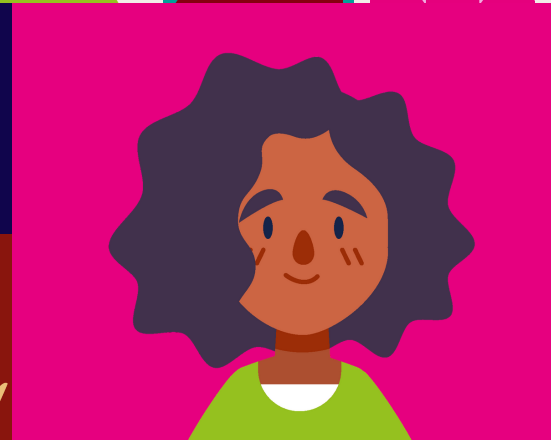
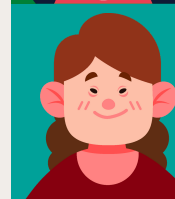
The project involves partner organisations in six European countries:



Associated partners



Co-funded by the
Erasmus+ Programme
of the European Union



Smart
for Democracy
and Diversity



sdd-game.eu

What is our mission?

The project aims to strengthen democratic competence through civic education by

Making dissent visible: Civic education must take up discussions, highlight fundamental differences of opinion and thus promote critical thinking;

Recognising reflexivity: The project is intended to promote critical thinking and empathic reference. The aim is to encourage reflection on one's own attitudes;

Bringing about change: Those who are well informed about critical issues can confidently advocate change. Knowledge about forms of discrimination as well as familiarity with strategies against opens up the opportunity to question one's own positions and to stand up for more equality, democracy, participation and social inclusion.



How is our approach?

The SDD project aims to create a low-threshold access to positions and experiences of discrimination of marginalised persons. In this way, a self-reflexive and empathic approach to the topic is to be promoted, as it is used, for example, in anti-racist and feminist educational workshops.

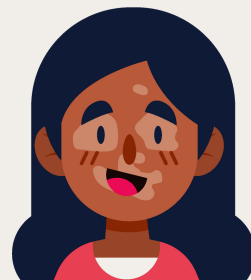


Experience shows that participants often find it difficult to change perspectives if conventional means such as knowledge transfer are applied. The project will close this gap by the multimedia-based approach of the game and the accompanying material.

Who is SDD mainly for?

The project addresses its outputs to:

- **Learners in adult education**
- **adult educators**
- **third-sector organisations**
- **policy makers**



How are we going to implement SDD?

compendium
learning game
trainer manual
policy recommendations

We will develop a **compendium**, including interviews with experts, NGOs, persons who have experienced discrimination, testimonials, experiences and options to act. The aim is to create an intersectional approach to the experience and effects of racism.

The core of the project will be an **interactive learning platform with a learning game**. Scenes and materials will be developed jointly with persons who have experienced discrimination. The aim is to gain access to the experiences and views of the people concerned. And to experience and test options for action. For this, the player can move freely in the game and explore the different contents.

The **trainer manual** is developed to accompany the learning platform and contains background knowledge and workshop concepts. It serves as a guide for adult educators.



The **policy recommendations** will be addressed to political organisations and policy makers. Here, recommendations for action, background knowledge and further data will be prepared and made available.