

Gaming and empowering

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Verke

- **National Development Centre for Digital Youth Work in Finland**
- **Vision:** to provide everyone who works with young people with the opportunity to use digital media and technology as part of their work
- **Key forms of work:**
 - 1) training and consultancy
 - 2) production and dissemination of information
 - 3) development of digital youth work together with actors in the field
- **Target audience:** youth work professionals around Finland
- **Funded** by the Ministry of Education and Culture, **managed** by the City of Helsinki Youth Department

About me

- 11 years of combined experience in youth work and child welfare
- Game and chili enthusiast
- Planning officer for Verke
- Special area of expertise: digital gaming
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3 cases from Finland

Gaming group for boys



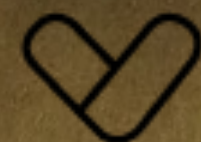


Gaming group for boys

- Target age is now around 15 years, earlier it was up to 25
- For boys who may underachieve in school, have trouble in managing their lives or/and are socially challenged
- Participants have mutual interest toward gaming
- Gaming is used to first slowly group participants, activate them and finally courage them to be active members of society

Gaming group for boys

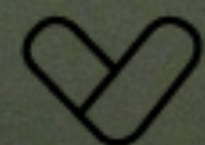
- Two youth leaders work with small group (6 –12 persons)
- Partner organizations are schools, social services, outreach youth work, health services etc.
- One group lasts at least one year, commonly longer
- Once a week, three times in a month are gaming oriented and every fourth time is some other activity (bowling, climbing, movies...)



eSports?



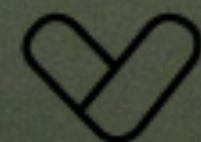
100k eSports

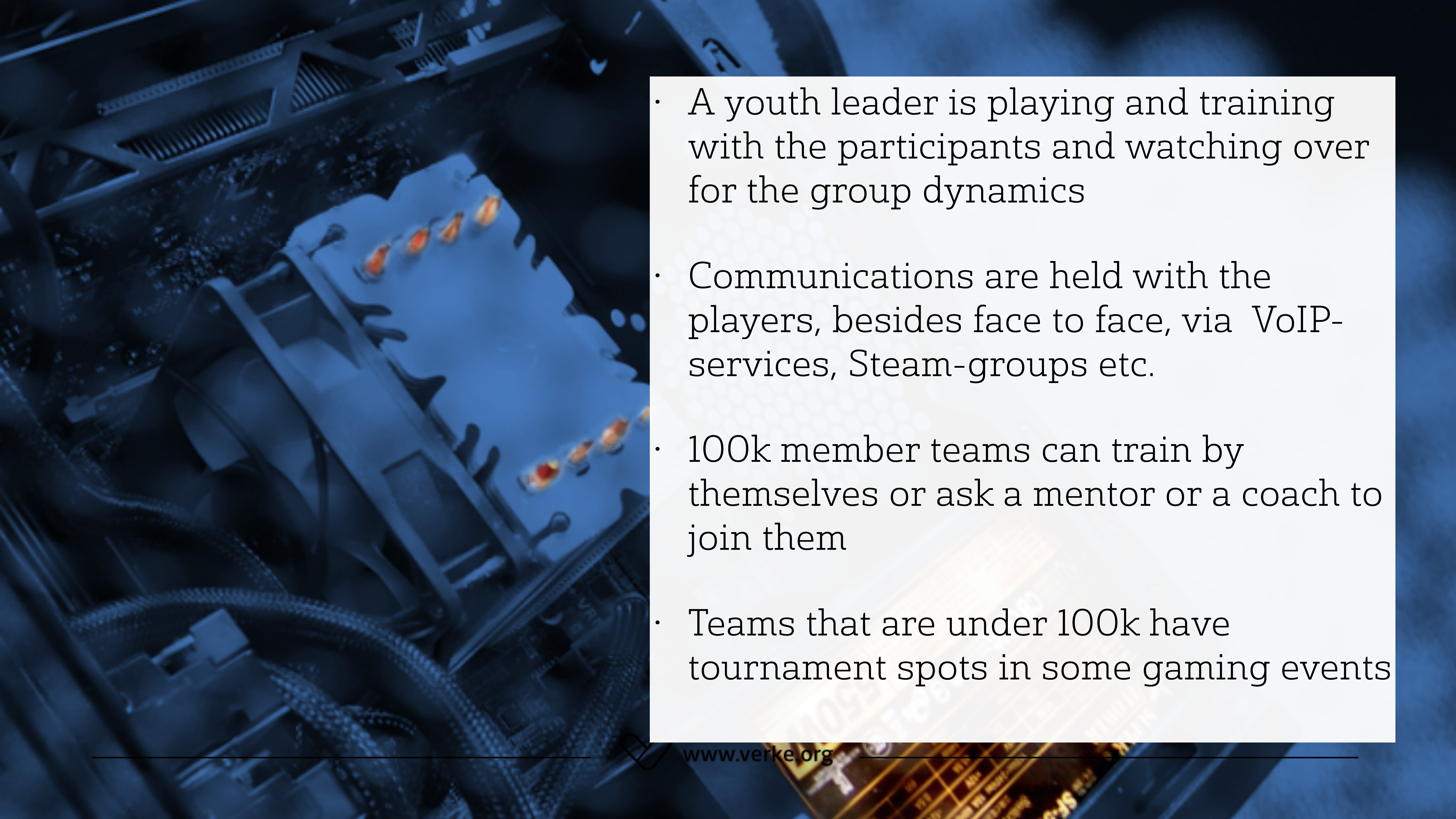


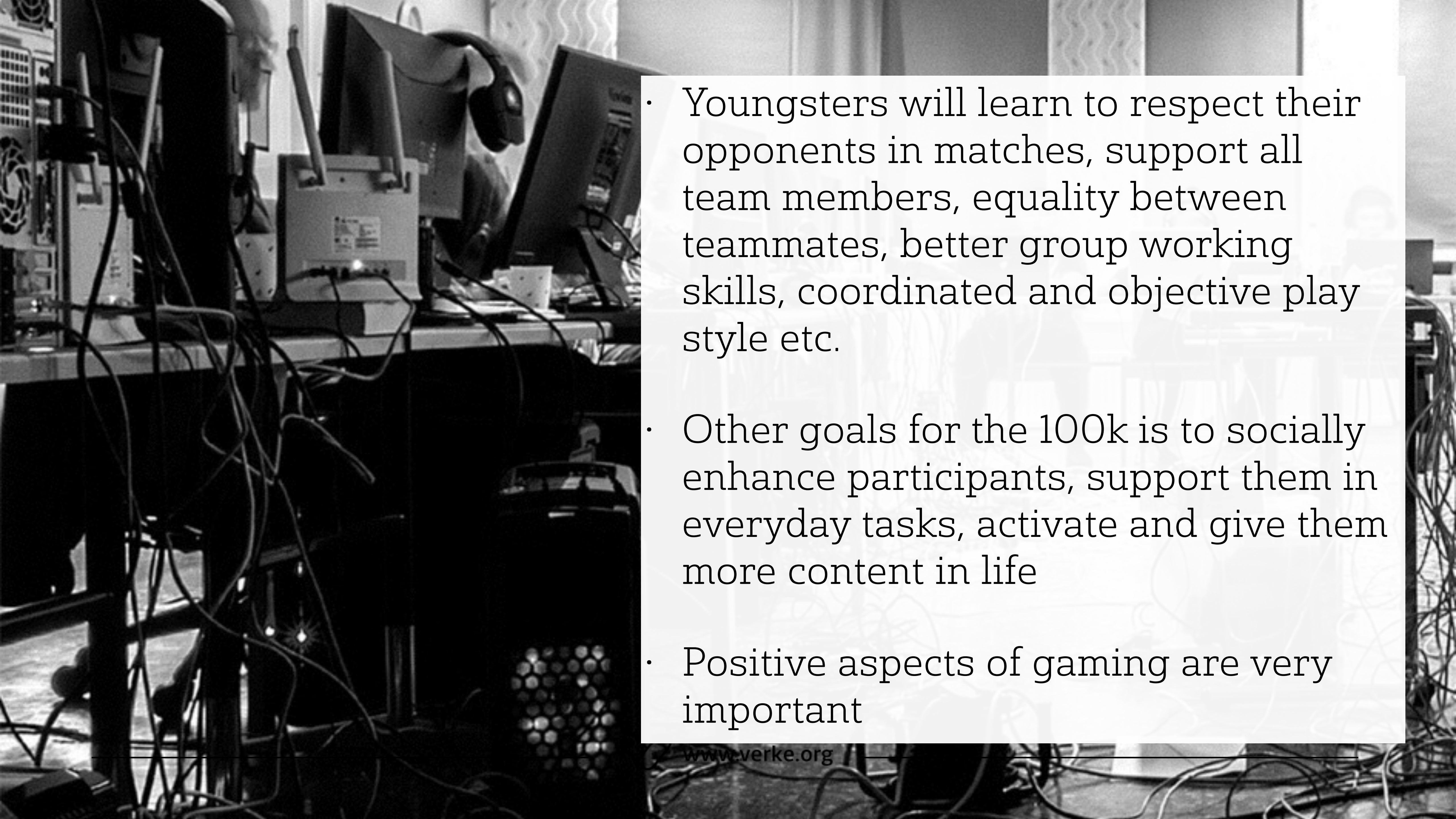
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100k eSports

- eSports is a really popular hobby among youth
- 100k is a game oriented youth work organization and it's operating area is Satakunta region in Finland
- 100k provides goal-directed platform to enhance esport-skills
- Not aiming for professional level gaming, but players do get many similar skills that are required in professional level
- Possibility to orient oneself as a player or as a coach



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- A youth leader is playing and training with the participants and watching over for the group dynamics
 - Communications are held with the players, besides face to face, via VoIP-services, Steam-groups etc.
 - 100k member teams can train by themselves or ask a mentor or a coach to join them
 - Teams that are under 100k have tournament spots in some gaming events

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- Youngsters will learn to respect their opponents in matches, support all team members, equality between teammates, better group working skills, coordinated and objective play style etc.
 - Other goals for the 100k is to socially enhance participants, support them in everyday tasks, activate and give them more content in life
 - Positive aspects of gaming are very important

Gamedev club



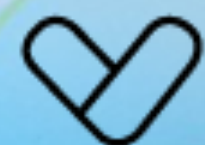
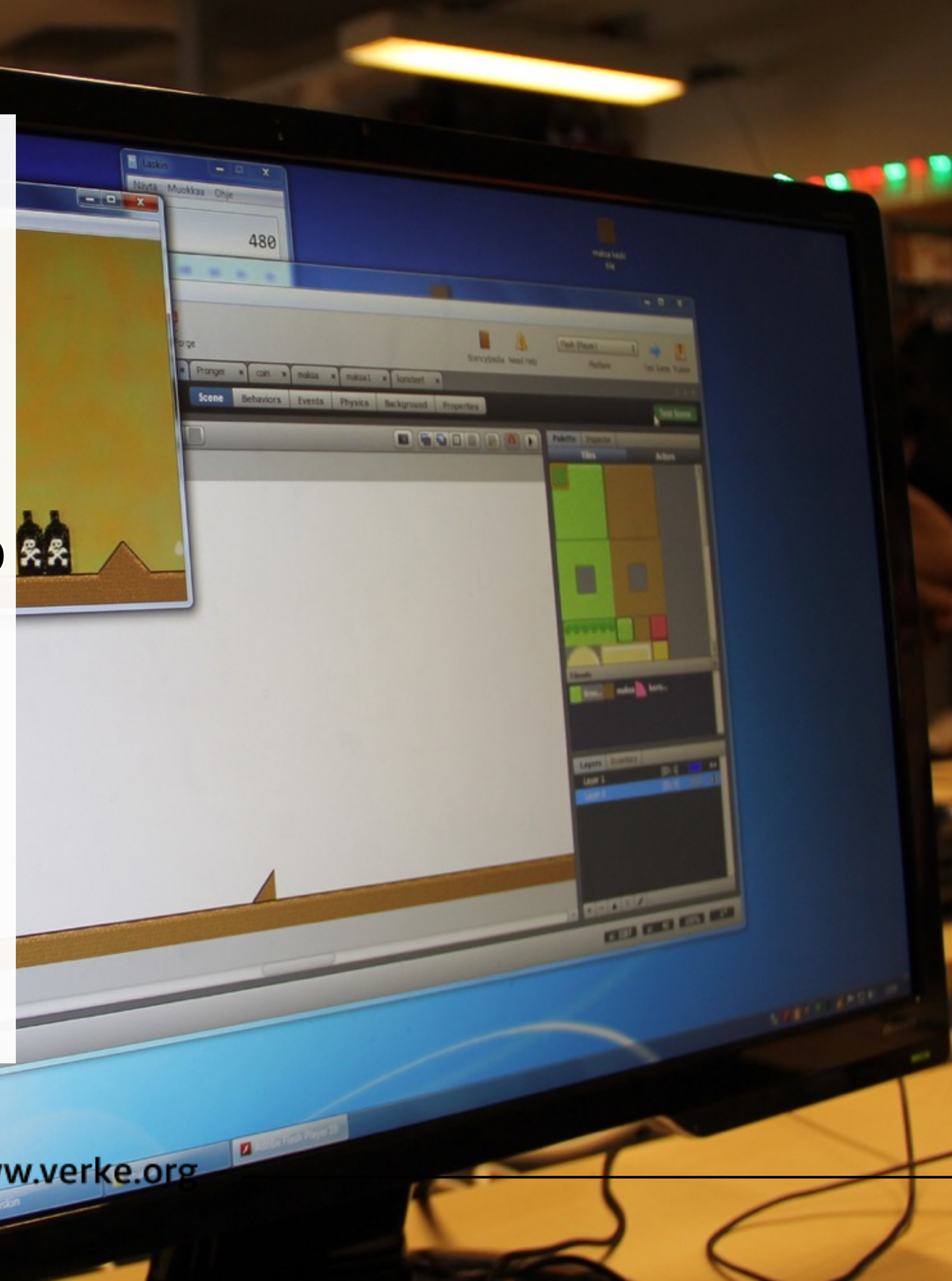
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Gamedev club

- For youngsters 15 – 25 years old
- No need for earlier experience in developing games
- Digital, card or board games
- Participant needs to be committed and active



- 6 week cycles per project
- The teams consist of members with different areas of interest
- A youth leader for directing group dynamics and the participants
- Volunteer experts for the technical parts and know-how in developing games



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Learning new skills

- Programming, producing, composing, story telling
- Working with different people and environments
- Learning and teaching at the same time
- Free time activity, no goal for commercial releases

Kiitos!
Thank you!
Grazie!



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