

FUTURES 2025

CONFERENCE AI IN EDUCATION PROCEEDINGS

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A SERIOUS GAME ABOUT THE INCLUSION OF IMMIGRANT CHILDREN IN PORTUGUESE SCHOOLS

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ABSTRACT: With the significant increase in migration flows to Portugal and other European countries, there is a growing need to create inclusive environments and promote cultural awareness and intercultural curiosity, especially among young people. KidLe is a project that aims to foster cultural education and support the integration of immigrant children into new school settings through a board game available in both traditional and digital formats.

The traditional version is played collaboratively, requiring all players to work together, communicate, and share experiences and preferences in order to succeed. Its main objective is to encourage mutual understanding, regardless of culture, ethnicity, or religion. This study focuses on the digital version — a computerised adaptation of the original board game — which, through a child-centred user experience, also serves as a tool for inclusion.

The project involves children, teachers, parents, and other caregivers in the game's co-creation process, aiming to develop a tool that promotes knowledge and raises awareness about different cultures, ethnicities, and religions through an engaging and meaningful learning experience. The game is designed to be played both in schools and at home.

This research highlights the enhanced accessibility and personalization of the digital solution compared to the traditional version, making it a more versatile educational tool capable of reaching a wider audience and, in turn, promoting greater awareness and inclusion of immigrant students. The project is being carried out in several Portuguese schools, following a five-step procedure that includes focus groups, workshops, and testing phases with various target audiences, resulting in an educational, intuitive, and visually appealing board game.

KEYWORDS: children, board game, serious games, immigration, inclusion, educational tool, user experience