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Menta 50+ Online Game



ANNA LINDA OROSZ , TREBAG (HUNGARY), Coordinating team

J. JESÚS DELGADO PEÑA, UNIVERSITY OF MÁLAGA. CAMPUS DE EXCELENCIA INTERNACIONAL ANDALUCÍA TECH (SPAIN),

Promoting team



Menta 50+ Online Game



What is Menta 50+ Online ?

- Menta 50+ Online is a virtual community house for people aged 50 and over.
- It is a free online game that can be played from a computer or a mobile phone.
- It is a social network where you can meet other people of your age and share your experiences.

What about trying it?

1. www.menta.nsinfo.hu/en
2. Choose language
3. Go to Games
4. Register
5. Create your profile
6. Choose a game and Play :)



A virtual community house



Menta Menu

- Home
- Games
- Profile
- Friends
- Messages
- Settings
- Help

What can be Menta Online used for?

- To play online games
- To chat with other users
- To share photos and videos
- To find friends and contacts

What is Menta 50+ Online ?

Meeting room



1. board game - quiz
2. drag'n'drop - 'group tree'

SERIOUS GAME...

- Serious since it's boring?
- Hopefully not. :)
- Serious since it's for education and training.

A SUPPLEMENTARY X-BOX / FIT BALL?

- **No, actually it's a virtual Fit-box**

to be used together with Menta Handbook in adult education promoting mental fitness.

Aims of Menta Online 'Fit-box' Platform

- to provide **useful** information about keeping the brain fit,
- to **inspire** adults to finetune their cognitive functions by training and gaming,
- to train those **specific** cognitive functions that decline with age,
- to **facilitate** facilitators.

o tree'

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What can be Menta Online used for?



Source of information

About

Mentally,
Physically,
Soulfully,
Psychologically

Balanced lifestyle.



IT skills upgrading

Developing and using IT skills is important as it:

- keeps the mind up to date
- connects with the world & younger generations.



Online Playground for adults

- Never too old to play...
- Training by gaming...
- Gaming for brain shaping...
- Shaping for nice and active ageing...



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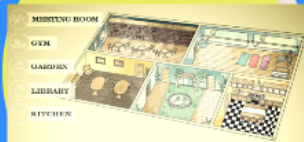
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A virtual community house



5 Rooms - 5 Topics

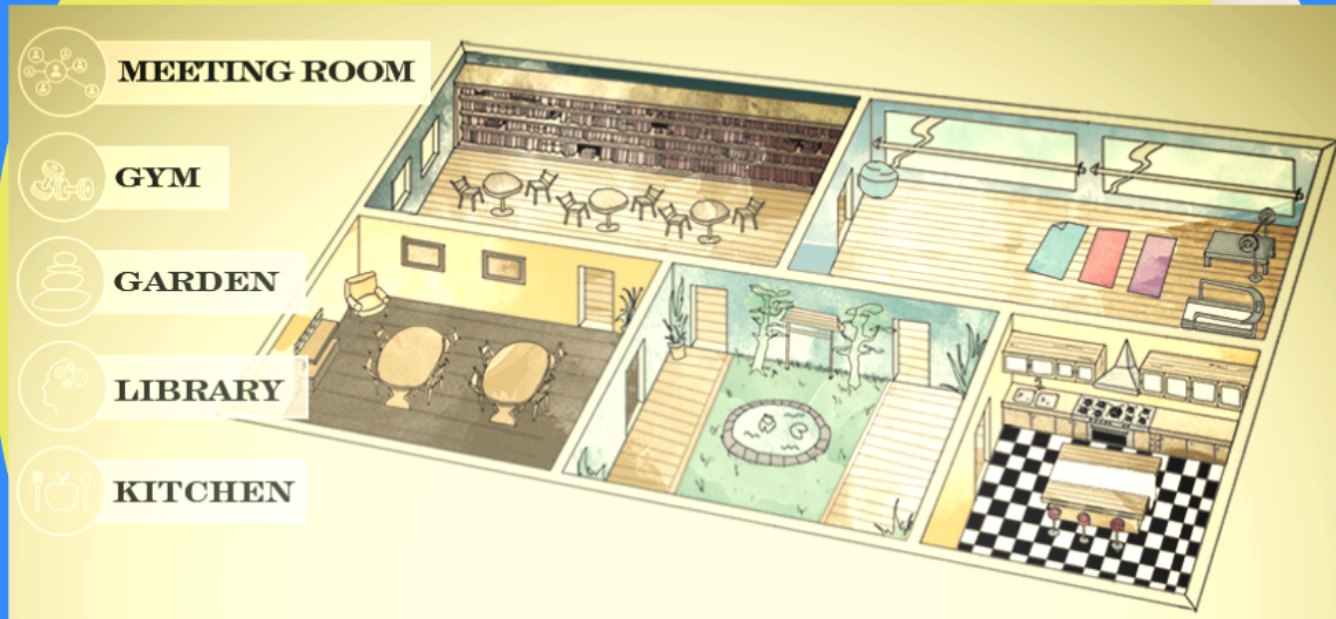


10 games

Menta Menu

- **Psychological background info,**
- **Links** relating to the main topics,
 - **Hints and Tips** for better use,
 - **Handbook references** linking the platform and handbook,
 - Personal **profile,**
- **Teacher functions** for group work,
 - **Downloadable documents.**

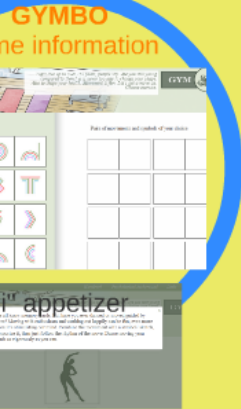
5 Rooms - 5 Topics



10 games

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What about trying it?

Logging in...

Username

Password

Send

- to have a personal profile in a chosen language,
- to become member of a group,
- to play with individual and team games,
- to find your saved images in your profile.

1. www.menta.nsinfo.hu/en
2. Choose language
3. Go to Games
4. Register
5. Create your profile

A screenshot of a user profile page. At the top right, it says "PROFILE tutorial" next to a user icon. Below this is a banner image of a garden. The main content area is titled "Teacher's profile" and contains a grid of images of red flowers. To the right of the images are several input fields: "Orosz", "Linda", "Linda", "linda@linda.hu", and "Password (Leave it empty if you don't want to change the password)". There is also a "Gallery >" button.

6. Choose a game and Play :)

Logging in...

Username:

Password:

- to have a personal profile in a chosen language,
- to become member of a group,
 - to play with individual and team games,
- to find your saved images in your profile.

Game types

Library



1. pairing - language
2. drag'n'drop - memory
3. drag'n'drop - creativity

- quiz
- quiz combined with "online drawing"
- drag and drop
- memory pairing
- board game



Fun facts:
Music, design, language
options, links

Library



BABEL

MEMORYPOLY

DESIGN
AGENCY

1. pairing - language
2. drag'n'drop - memory
3. drag'n'drop - creativity

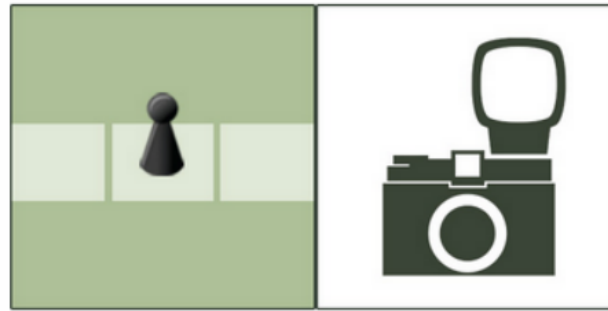
Kitchen



KNOWLEDGE GARDEN ARTMIX FRUITPRINTS

1. quiz
2. pairing
3. drag'n'drop design

Meeting room



SOCIAL
FLIGHT

TABLEAU

1. board game - quiz
2. drag'n'drop - 'group tree'

Gym



GYMBO

1. pairing - memory

Kitchen



KNOWLEDGE
GARDEN



ARTMIX



FRUITPRINTS

1. quiz
2. pairing
3. drag'n'drop design

Enjoy the Games!
www.menta.nsinfo.hu



Edited by:
Menta 50+ Consortium
Trebag Ltd.
Anna Linda Orosz

Garden



MY ARTISTIC

1. drag'n'drop - design

Gym



GYMBO

1. pairing - memory

Example: Gym

Generic information



Links



- <http://www.yogajournal.com/article/health/count-yog>
- <http://www.huffingtonpost.com/2013/05/20/yoga-ol>
- <http://www.youtube.com/watch?v=4Vy3QlZagDw>

Links / Handbook

Example: Gym

Specific information

MENTA 50+

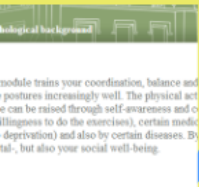
Handbook Psychological background Links Hints and tips

Yogis live up to over 150 years, people say. Are you still young compared to them? It is never too late to change your shape. Also to shape your health. Movement is fun. Let's get a move on. Choose exercise.

GYM


GYMBO

GYMBO



Gymbo

Hints and Tips



Hints and tips

GYM

- Ask peers to pair the movement they think is most similar to the symbol
- Once the symbol/movement association is done, prepare a chain of movements
- Use fix pairs of symbols/movements in the group. Then one person creates a chain of movements and presents it to the other. The other can also work the other way round, presenting the chain of movements and the first person needs to decode it to movements. Could link well to both GYMBO and the GYMBO Day in the Handbook

GYMBO

Psychological background



Psychological background

The Game in this module trains your coordination, balance and accomplishing the postures increasingly well. The physical act skills. Performance can be raised through self-awareness and cognitive issues (anxiety, willingness to do the exercises), certain medical conditions (exhaustion, sleep deprivation) and also by certain diseases. By improving physical- and mental-, but also your social well-being.

GYMBO game information

Example: Gym specific information



GYMBO

Example: Gym Generic information



Links / Handbook

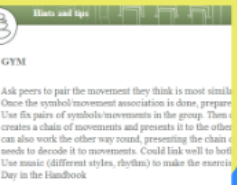
Yogis live up to over 150 years, people say. Are you still young compared to them? It is never too late to change your shape. Also to shape your health. Movement is fun. Let's get a move on. Choose exercise.

GYM

Gallery of movements and symbols

Pairs of movements and symbols of your choice

Gymbo Hints and Tips



"i" appetizer

We all know memory cards. But have you ever danced or moved guided by them? Moving with enthusiasm and working out happily can be fun, even more when it's stimulating our mind. Combine the movement with a symbol/ sketch, memorize it, then just follow the rhythm of the move. Dance moving your hands as vigorously as you can.



What more



Enjoy the Games!
www.menta.nsinfo.hu



Edited by:
Menta 50+ Consortium
Trebaq Ltd.



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