



Smart Against Ageism



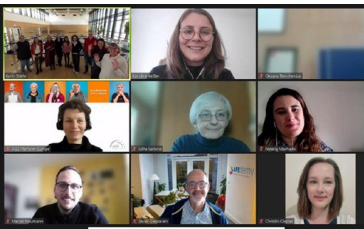
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SMART AGAINST AGEISM PROJECT: WHAT IS IT?



The Erasmus+ project 'Smart against Ageism' (SAA) (January 2022 – June 2024) aims to contribute to a better social inclusion of older adults by developing an educational game that will introduce the users to the perspectives of older people concerned by or at risk of discrimination and segregation, and will thus contribute to developing empathy, tolerance of diversity and civil society skills.

WHAT HAVE DONE SO FAR?



Kick-off meeting

On March 8th and 9th, the project's kick-off meeting of SAA - Smart Against Ageism took place in Frankfurt, Germany.



Second Transnational Project Meeting

Our second Transnational Project Meeting happened online on the 15th and 16th November.

THE SAA WEBSITE IS ONLINE!



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Welcome to our project!
Smart Against Ageism (SAA)

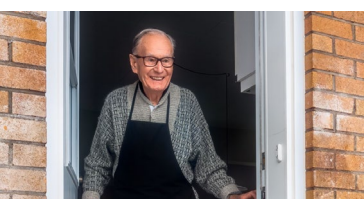
NATIONAL REPORTS ABOUT AGEISM

Each partner was responsible for elaborating a National Report about ageism in their countries. To achieve this aim, we conducted desk research and interviews with people who had experienced this form of discrimination. Check the main conclusions achieved at each country.



First results of the survey in Germany

ISIS Institute for Social Infrastructure is the German partner of the Smart Against Ageism (SAA) project. In the research part of the project, people aged 55 and older were interviewed about their everyday experiences.



Smart Against Ageism: partnership for the Portuguese national report

In Portugal, SHINE was responsible for elaborating the national report and had the incredible support of AD ELO and specifically Mónica Sousa for the development of the interviews with older adults.



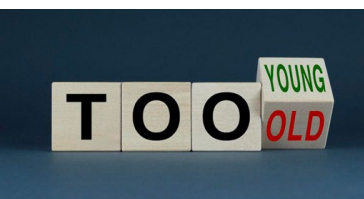
Impressions after the desk research in Lithuania

The Lithuanian report for the compendium is based on the desk research of 21 reference source and interviews of 14 older persons, 12 women and 2 men aged from 67 to 87 years.



Conclusions from the surveys in Bulgaria

Alzheimer Bulgaria Association is the Bulgarian partner of Smart Against Ageism (SAA) project who conducted the desk research and the interviews in Bulgaria.



Age discrimination occurs more often than thought | The Netherlands

For the Smart Against Ageism (SAA) project, six older people in the Netherlands have been interviewed about their experiences with age discrimination.

THE SAA COMPENDIUM "RESPONDING TO AGEISM"



The data collected on each National Report were the basis for elaborating a compendium addressing age discrimination on the labour sector, health and social care and also on everyday life, with important testimonials of people who were victims of ageism. The results gathered so far are now being used to draft the scenes and structure of the learning platform and the educational game. Check here the compendium and deepen your knowledge about ageism.

WHY IS THIS PROJECT SO IMPORTANT?

Negative attitudes about ageing and older age make life on average 7,5 years shorter. Ageism is defined as stereotyping, prejudice, and discrimination on the ground of age. This type of discrimination causes a massive impact on society, influencing how we view ourselves and the possibility to consider what other persons (younger or older) can contribute to society thus impacting on health, well-being, longevity and having also far-reaching economic consequences

Encouraging people to reflect on their own negative biases towards old age and being protected from condescending attitudes and practices is the main objective of our project.

WHAT WILL BE THE RESULTS OF OUR WORK?



- The compendium 'Responding to ageism' gathers personal experiences of age discrimination and strategies to deal with ageism.
- An interactive learning platform with the SAA game at its core that will be accompanied by a library and materials for adult educators.
- A toolkit for trainers including a curriculum and a trainer manual with instructions on how to make use of the game.
- Recommendations on how to promote diversity and empathy for victims of ageism and facilitate the usage of the game and the learning platform.

WHO WE ARE



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