



Strasbourg, 11 September 2013

DDCP/EYCS/Dignityland2013/001

Guidelines for the translation of the educational game Enter Dignityland!

The availability of the educational game *Enter Dignityland!* in the wide variety of the languages spoken by users and beneficiaries plays a central role in disseminating human rights education in youth work and the promotion of access and information about social rights for young people.

The availability of the game in the everyday language of educators and young people is crucial to make it used, usable and truly relevant.

1. General principles

The translations should be:

- Complete, i.e. cover the entirety of the educational game
- Correct and professional
- Consistent with the terminology of human rights, specifically social rights, and youth work / non-formal education.

The Council of Europe will keep providing support for quality control, as well as the template for the design of the educational game.

The administrative framework of the translations remains essentially unchanged; the conditions can be sent to interested partners upon request.

2. Adaptation of contents

The Council of Europe welcomes the adaptation of specific contents to national contexts. In principle, this should be done by adding text, and not by replacing existing one. This is of particular relevance to, for example:

- Content of the game cards, particularly the arguments for and against social policies and the country card description
- Manual for the facilitators, details on specific issues to be raised according to the national situation and policies.

The Council of Europe must be consulted about any change of the original text and additions in view of adaptations to national contexts.

3. Translation, Printing and Online versions

All the educational game must be translated. In view of the diversity of printed items associated with the game (105 game cards, 5 big game cards, one notebook, one manual, one box), the publishers of translations have three options in what regards printing:

- a) to publish the educational game in the same format as the current English version
- b) to publish the educational game in other formats
- c) to publish only partly the game items, for example printing only the cards game and publish the manual for facilitators online and change the format of the printed items

In case publishers opt for this last solution, they must make sure that the Internet version of the game is fully available at the time of printing in a dedicated site. The files must also be downloadable free of charge.

The Youth Department needs to be informed about the options for printing of the game and the final decision must be made jointly.