



# TERVETULOA!

PELIKASVATTAJIEN  
VANHEMPAINILTAAN





# WHO ARE WE?



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# INCOACH ♥ HÄMEENLINNA ✨

- Digital hobby for middle school aged kids
- Around 5000 youths in a little over 100 municipal areas
- Local- and distant clubs, camps and parent-teacher evenings
- Enabling safe and supportive gaming environment for everyone

## CLUBS IN HÄMEENLINNA

- First year of operations
- Social media and Youtube clubs
- 10-20 participants





# SAFE AND EQUAL GAMING ENVIRONMENT

- Safe and respectful environment
- Prevention of bullying and harassment
- Everyone feels welcomed
- Promoting good interaction skills
- Addressing discrimination and harassment quickly







# GAMING AND YOUNG PEOPLE

- 78.8% of 10–19 year olds play digital games weekly or more often
- 3,8% don't play videogames at all
- Gaming and digitality are a permanent part of everyday life and culture
- For many young people, games are an important way to stay in touch with friends

*(Pelaajabarometri, 2024)*







# WHY DO YOUNG PEOPLE **PLAY**?



ENTERTAINMENT

FRIENDS AND COMMUNITY

ADVENTUROUSNESS AND CREATIVITY

COMPETITIVENESS

FORM OF ESCAPE







# WHAT CAN GAMING ENABLE AND TEACH?







# LEARNING THE DIGITAL SKILLS OF THE FUTURE

- Computer and programming skills
- Cybersecurity and digital literacy
- Skills needed at school (language skills, IT)
- Creative problem solving

# CREATING LASTING FRIENDSHIPS

- Friendships and trust
- Social development
- Long lasting friendships





  


# ADVENTURE AND FUN

- Having fun and freedom to express yourself
- Support of learning and trying new things
- Succeeding in things and what it gives
- Joy and trust in your everyday life

## SELF-ESTEEM AND SELF-CONFIDENCE

- Development of self-esteem and self-confidence
- Positive feedback and experiences of success
- Encourages to try something new
- Successes support belief in one's own abilities in everyday life as well





# THE BALANCE OF GAMING AND SCREEN TIME

- Healthy gaming habits
- Balancing gaming in everyday life
- Balance of screen time and well-being

## GUIDED GAMING

- Safe gaming environment
- Social skills and co-op
- Emotional- and conversational support



# WHAT CAN GAMING ENABLE AND TEACH?

- Language skills
- Creating social connections
- Forming new interests
- Creativity, imagination, and leaving your comfort zone
- **Facing difficulties and obstacles**
- **Media criticism and internet culture**
- **Problem-solving development**
- **Teamwork and conversing skills**
- Decision making and leadership skills
- **Self-expression and storytelling**
- **Understanding cultures and learning empathy**
- **Patience**





# HOW TO PROCEED?

- Feel free to **explore** young people's gaming hobbies – learn know it
- Have an **open discussion** about gaming with your kids – what they play, why and with whom
- **Find out** what games are out there and feel free to try playing yourself
- **Follow** your kid's gaming hobbies, be active and ask how the games are going
- Get to know gaming **communities and events** together – these are a great way to better understand the hobby
- **Encourage** a balance between gaming time and other activities – Discuss together how gaming can be part of a varied everyday life





# USEFUL LINKS

## GUIDED GAMING:

[www.peliklubit.fi](http://www.peliklubit.fi)

[www.digikerhot.fi](http://www.digikerhot.fi)

## GAMING COMMUNITIES:

[www.discord.gg/incoach](https://www.discord.gg/incoach)

[www.peliseuraa.fi](http://www.peliseuraa.fi)

[www.seul.fi/yhteiso/discord](http://www.seul.fi/yhteiso/discord)

## SUPPORT FOR PARENTS:

[www.vanhemmille.seul.fi](http://www.vanhemmille.seul.fi)

[www.digipelirajaton.fi](http://www.digipelirajaton.fi)

