

1. WHAT IS IT?

It is a tool designed to be used by anyone: families, teachers, the general populace...

It consists of:

- A web site.
- A mobile app, available on Android and Apple smartphones.

2. WHAT IS ITS AIM?

- It introduces proposals of Galician traditional games, with simple and easy to interpret rules.
- It lets you adapt the game to the needs of the person searching.
- It provides audiovisual resources to practice and learn the games.
- It suggests new learning tools through cognitive processes.

3. WHAT ARE ITS CHARACTERISTICS?

- Games are classified by “age” (the different ages in life), “objectives” (large game categories) and by less broad “game types”.
- Searches can be generic or selective.
- The following two examples can be used to understand the philosophy of this tool.
 - The billarda or estornela is described by proposing to hit a sharp stick (the billarda) with a half a metre long stick (the palán). That is, the essence of the game. The description suggests picking up the necessary ability to then be able to practice the game by following the rules. A small selection of the rules is only made available through external links.
 - Regarding the zoadeira or fungona, a brief description of how to make it is included, but two very descriptive videos are made available.

4. WHAT IS THE PROJECT'S STATE OF THE ART?

- The tool is made available including a list of 50 games, ready to be played.
- There is a proposal to soon enlarge the list to 125 games, and that list can be further enlarged.
- It will always be an open tool, allowing for the inclusion of new games and for the improvement of the description of the already included ones, for example through the addition of explanatory videos.

5. WHAT ENTITIES ARE RESPONSIBLE FOR THE PROJECT?

- The Observatorio do Patrimonio Lúdico Galego (www.xogostradicionais.gal) is responsible of the initial conception of the project and of its contents.
- The Consello da Cultura Galega (<http://consellodacultura.gal>) is the institution that assimilated the project as part of its initiatives regarding the research and divulgation of the identity of the Galician people. It is also responsible for the technical infrastructure needed to develop the project.