

Ravalgames

Digital Inclusion · Good practice · Spain · Local

Quality score: 56/100

Evidence strength: Descriptive / self-reported

Summary

The basic aim was to improve the social skills, self-confidence, and autonomy of the participants, by stimulating intercultural dialogue with the different agents contributing to the project. The youths involved carry out interviews and social interaction with other local agents

Key dimensions

Dimension	Score
Innovation level	4/5
Sustainability (ongoing)	0/1
Evaluation evidence	0/1
Demonstrated reach	1/1
Documented learning	1/1

Evaluated by MEDICI consortium

Data sources

[MEDICI / Digital Inclusion Atlas](#) — accessed 2026-06-14

[Practice website](#) — accessed 2026-06-14

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