

"PLAY IS OUR BRAIN'S FAVORITE WAY OF LEARNING" - Diane Ackerman

As youth workers, we are constantly creating learning opportunities for the young people we work with. A very powerful tool to do this is playing games. Games can address a whole variety of topics in a very accessible way. Whether it's global warming, poverty, leadership skills or conflict resolution: a game can help us to actively process new and complex information. Especially when working with young people, playing games is a great way of connecting with them and stimulating them to learn new things.

However, as a youth worker you don't always have the know-how, the time or the inspiration to come up with new and exciting material. This is why we felt the need to create a platform for youth workers where they can learn how to create educational games, practice their game-building skills and share their ideas and good practices with other youth workers from different countries.

That's why we came up with an idea to design a training course Play Station, (P.S.) an 8-days training course that will bring together 31 youth leaders and youth workers from 9 countries around the EU and its neighboring regions, to train them in the field of gamification strategies in youth work and using these methodologies/approaches into their daily work with young people. The training course will happen in Brussels, Belgium, at the end of November 2017.

General information

1 Objectives

P.S. aims to increase the capacity of the partner organizations in the field of youth work by giving the youth workers tools for creating high quality educational games in the framework of non-formal education and thereby creating higher engagement of young people into their learning process.

The training course sets the following objectives:

- To raise an awareness about an importance of gaming and gamification in an educational context and introduce it as an efficient tool while working with young people.
- To raise youth workers' competences in the field of long-termly engaging young people in their communities into their regular activities by using gamification techniques.
- To create a framework for developing educational games through experiential approach towards the learning; (Meaning that participants will have a chance during the P.S. to develop and practice educational games and internalize the learning through the deep reflection process.)

Thereby:

- To introduce participants with different elements of creating high quality educational games. (Such as building up the plot, developing the game mechanics, putting an educational aspect in it, etc.)
- To develop and playtest "demo" educational games within the project in order to be finalized later on and used back home by the participants;
- To boost participants' creativity and joy from the work they are engaged in by introducing playful approach towards the job.
- To create a tangible results, such as booklet reflecting the learning outcomes of the training course and disseminate it to wider groups through relevant channels.

2 Participants Profile

This training course is targeted at youth workers & youth leaders (active members of organizations, communities who work with young people & are involved in activities carried out by sending organizations). Ideally, participants should be in a position of daily working with youngsters. This can be either voluntarily or professionally.

Participants of the training course should be youth leaders/youth workers aged 18+. Preferably with some experience in youth work, but more important: a big desire to learn about and develop games as a non-formal educational tool.

- Participants must be aged 18+ and be residents in an eligible ERASMUS+ country.
- Participants should have good command of English language, and be willing and committed to work through the whole main activity (about 8 hours per day).
- Participants should be motivated to carry out any preparatory task asked for by the
 organisers, and be willing to follow- up on the training course via active youth work,
 ideally in cooperation with their sending/partner organisation. It is crucial that
 participants are interested and open to learn and later implement new learning tools
 and methods.

How can I apply?

Fill out the application form and send it to the partner organization in your country. They will assist you throughout the selection and preparation process.

The partner organizations are:

BELGIUM: Swira – 3 participants

THE NETHERLANDS: Stichting Buitendoor – 3 participants CZECH

REPUBLIC: Be Internat ional – 3 participants

SPAIN: Ticket2Europe – 3 participants
ESTONIA: Shokkin Group – 3 participants
UKRAINE: Logos znannya – 3 participants
GREECE: Synergy Flow – 3 participants
ARMENIA: Shokkin' Group – 3 participants

GEORGIA: Youth Associat ion DRONI – 3 participants

Practical information

Dates

<u>Arrival:</u> 26th of october 2018. Please arrive at the training venue before 20h

<u>Departure</u>: 4th of november 2018, after breakfast

We will organize a small welcoming activity on the 26th of October. We will start the official programme the 27th of October, after breakfast. We will finish the training course with a goodbye party on the evening of the 3rd of November. You are welcome to stay the night and leave on the 4th of november, after breakfast.

Venue



The training course will take place in a youth accommodation center in the heart of Brussels, called JES Sleep Inn. http://www.dewaterman.be

We will sleep in rooms of 5 persons. Each room has a private bathroom with toilet and shower. All the rooms have been designed and painted by local artists!

The accomodation center is operated by a youth work organisation called JES. They work with youngsters in Brussels, and offer a big variety of activities.





How to get there

By airplane:

- Fly to Brussels Zaventem OR Brussels Charleroi
- Take a train to Brussels Central Station.
 If you are under 26 years old, you can ask for a 'go pass 1-ticket'.
 This way you will pay less.
- Then take metro line 1 or 5 to 'Graaf van Vlaanderen / Compte de Flandre' (see map on the next page)
- OR walk 30 minutes (see map on the next page)

When traveling inside of Europe, please consider taking public transport such as train or bus! This way we can reduce our impact on the environment.

By train:

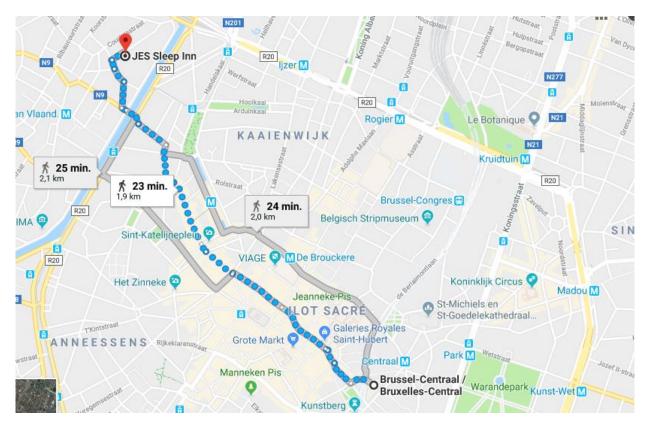
- Take the train to Brussels Central Station. There are good connections from all the big cities in Europe. Check out this website for good information: https://www.trainline.eu
- Then take metro line 1 or 5 to 'Graaf van Vlaanderen / Compte de Flandre' (see map on the next page)
- OR walk 30 minutes (see map on the next page)

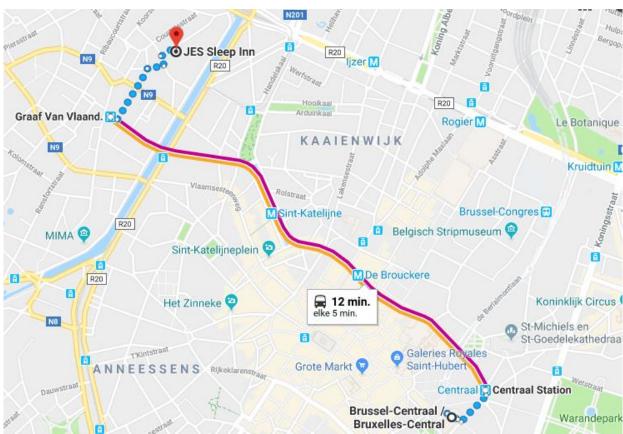
By bus:

 Take the bus to Brussels Central Station. Check out this website for good information: https://www.goeuro.com/buses/

You can also look for connections to Brussels North, which is the closest station to our venue. (The walk is nicer from the central station though.)

Brussels South is also a possibility, but this is a little further away from our venue.





Participants fee

The cost of participating in this training course is €50 for EU countries (Belgium, The Netherlands, Czech republic, Spain, Estonia, Greece), and €20 for partner countries (Georgia, Armenia, Ukraine). If this participants fee is an obstacle for you (whether if you are resident in a EU or partner country), please contact the partner organization in your country.

Travel reimbursement

You are responsible for organizing your own transportation to the training venue in Belgium. Your travel costs are covered by the Erasmus+ programme, but there are some maximum amounts to keep in mind:

BELGIUM:	Swira – 3 participants	€20/participant
THE NETHERLANDS:	Stichting Buitendoor – 3 participants	€180/participant
CZECH REPUBLIC:	Be Internat ional – 3 participants	
€275/participant		
SPAIN:	Ticket2Europe – 3 participants	€275/participant
ESTONIA:	Shokkin Group – 3 participants	€275/participant
UKRAINE:	Logos znannya – 3 participants	€275/participant
GREECE:	Synergy Flow – 3 participants	€360/participant
ARMENIA:	Shokkin' Group – 3 participants	€530/participant
GEORGIA:	Youth Associat ion DRONI – 3 participants	€530/participant

^{!!} These amounts are for your transport <u>back</u> and <u>forth</u>. You cannot double them! !! The reimbursement of your travel costs will happen through a bank transfer immediately after the training course has finished.