

A close-up photograph of two hands holding two interlocking puzzle pieces. The hands are positioned at the top and bottom of the frame, with fingers gripping the edges of the pieces. The puzzle pieces are a warm, golden-brown color. The background is a soft, out-of-focus yellow, creating a warm and inviting atmosphere. The lighting is soft, highlighting the texture of the hands and the interlocking shapes of the puzzle pieces.

The Game Theory

Training Course on Analyzing and Designing Educational Games

**8-15 October 2016,
Bakuriani, Georgia**

Summary:

The Game Theory is 7 day training course aiming to increase the quality of youth work by giving the youth workers tools for creating high quality educational games in the framework of non-formal education and involving young people into the game-creation process. The training course will bring together 33 participants from 11 countries in Bakuriani, Georgia during 8-15th of October 2016 to create large role-playing/simulation games that can be used in youth work.

Objectives of the training course:

- To enrich the variety of methods and activities used in their work by youth workers,
 - To share a framework for creating educational and experiential games;
- To give participants tools for mapping and identifying needs of their target group;
 - To discuss the topic of a game and promote it as an educational tool;
 - To create a set of educational games in the frame of non-formal learning;
 - To share gaming practices for inclusion and entrepreneurial attitude.
- To give participants tools for a creative approach of the topic of youth work;
- To find suitable ways of using creative methods for working with young people;
- To create a game compilation booklet and an on-line resource, that will be accessible not only for the partner organizations of this project, but for the wider spectrum of stake holders;
 - To give tools of involving youngsters into the game-creation process;
- To empower youth workers/youth leaders to take creative action with young people.



During the main activity participants will be trained as game-architects and facilitators of educational games through experiential and non-formal learning. Participants will have an opportunity to get experience, practice it during the training course and improve the level of competences as youth workers and youth educators. We expect at least 5 successful educational games to be created during this training course, that will later on become content of the booklet created based on the The Game Theory training course and will be disseminated through numerous platforms.

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. 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 furthermore commit to carry out any preparatory task asked for by the organizers, and be willing to follow-up on the training course via active youth work, ideally in co-operation with their sending/partner organization. It is crucial that participants are interested and open to learn and later implement new learning tools and methods

We expect partner organizations to assist selected participants with identifying their learning needs when preparation meetings will be held.

Each organization is supposed to select 3 participants for the training course.

The Game Theory will take place in Bakuriani, Georgia. Bakuriani is a cozy winter resort some 170 km away from the capital city of Georgia, Tbilisi. We kindly ask you to get to know with detailed information about the town in advance, so that you know well about the place when you arrive there.

**Information can be seen at
<https://en.wikipedia.org/wiki/Bakuriani> and many other sources.**

Travel:

You are expected to arrive to Tbilisi, capital of Georgia no later than 13:00 p.m. on 8th of October, and depart no earlier than 11 a.m. on 15th of October.

Exceptions should be agreed with the organizers in advance.

Transportation from Tbilisi to Bakuriani and back will be provided by the organizers, transportation cost MIGHT be deducted from participants' travel reimbursement, depending on the total amount of the travel cost of the whole group.

We strongly advise to purchase the tickets ASAP in order to fit into your travel reimbursement limit. In case of further questions please feel free to contact the organizers.

Reimbursement:

During the project your accommodation, food and all the other project related expenses is covered by European Commission Erasmus+ programme. You will be reimbursed your travel costs from your home city to Bakuriani and back during or after the project, as soon as we receive all the originals of your travel documents from you.

(Accordingly, either by cash on the spot or by bank transfer after the training.) Reimbursement of travel costs will only be done upon presentation of all (including return

tickets) original tickets, receipt/invoices and boarding passes. This means that once home after the training, you will be requested to send us the

originals of all return documents and boarding passes. (But online check in makes it easier)

! Note: Please remember to bring the original invoices with you – there will be no reimbursement without the original invoices.

Travel reimbursement limits for participants from each country are given below:

Germany, Estonia, Poland, Denmark, Czech Rep. - 360

Armenia – 180

Netherlands – 530

Romania & Moldova – 275

Spain – 820

Erasmus+ programme does not cover the insurance of the participants. However, in order to meet the safety standards we strongly advise to every participant to obtain travel insurance for the whole period spent in Georgia.



Methods:

The educational methods in the project are based on the principle of non-formal education: “Tell me and I’ll forget, teach me and I may remember, involve me and I’ll learn”. One of the main goals of the project is providing a space for learning through practice and sharing skills and knowledge between all participants. During the training course we will introduce exercises based on active participation and input of all the participants. You should be ready to challenge yourselves and be open for new and unconventional experiences – such as simulation games, role-plays, outdoor activities etc. So be prepared to have an open mind and step out of your comfort zones – as the Game Theory is much more a game then theory!

We are looking forward to meeting you in Georgia!
In case of your further questions we will be happy to provide you with more information.

Sincerely,

Your Team:

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