



Game ON!

a training course about educational games and how to create them

VILJANDI - ESTONIA

12th November (arrival day)

20th November (departure day)

2019

PARTNERS AND PARTICIPANTS GUIDE





WELCOME



Erasmus+

Congratulations! You are part of the training course “Game ON!” and you are among the **28 participants** from Estonia, Italy, France, Denmark, Czech Republic, Greece, Hungary, Macedonia, Poland, Finland, Romania, United Kingdom, Spain and Portugal.

You are among these participants, because we believe that you will benefit from the project. As well, we believe that you will be the one that can share his/her experience with others and therefore be the source of enrichment for the other participants.

We hope that those 9 days you will spend at “*Game ON!*” will be for you a vivid and useful intercultural experience. To achieve this, we need to look at some practical needs as well and therefore we have prepared for you this “participants survival guide”, which will help you to answer many questions and as well to prepare for the project.

Read the guide carefully and keep it with you on your travels so you can check the information whenever you need.

THE TEAM

If you hoped to see our pictures in this part then we are sorry. You will have to wait until you get to Estonia to find this out. However, we can tell you that the team of organisers and facilitators are from **Estonia, Brazil, Italy and Hungary**.

Marco Carmine Tairi Dotyi

And how will we do it? Game ON! will be based on a wide mix of non formal education methods, experiential learning, discussions and creative workshops.

WHAT LANGUAGE WILL WE USE

Despite many of you speak many different languages the official training language will be **English only**.

THE CONTENT AND ACTIVITIES

Game ON! Training ideas was based on “War Games” (1983 film) about the threat of nuclear war - avoided by teaching a computer the game of “tic-tac-toe”. According to critics, that film brought an awareness leap, making millions of people aware of the dangers of nuclear war and of dangerous applications of military



technology. Its main message was: "War is a strange game. The only way to win, is not to play".

Games are an incredible source of experience and learning, and "serious games" are now widely used in a variety of educational and academic settings. Furthermore, participation to games (in various platforms) is on constant rise. Learning "how to play" and how to use games in educational contexts can be a powerful tool to develop communication, engagement, understanding of differences, and learn how to deal with conflicts.

The activities will be based on a wide mix of non formal education methods, experiential learning, discussions and creative workshops.

OBJECTIVES

- to explore games as learning tools in different settings and develop political participation, inclusion and non violent communication
- to introduce tips and principles of "gamification", to apply in education (discussing also their negative side effects)
- to empower trainers, youth workers and leaders and equip them with tools to increase young people's participation to political life, reduce radicalization and xenophobia, and promote a less violent society
- to develop Education Games based on the learning needs of different youth target groups

INTERCULTURAL EVENING

During the project, we plan to arrange an Intercultural Evening. You will present your own cultures - national, regional, personal or any kind of culture you feel you belong to.

This means that all options are possible. A culture may be presented by a song, a story, a poem, a dance, some drink or food, etc. You may bring pictures, music or anything which you consider to be most appropriate to present your culture. There be as well dvd/video/audio player and data projector within the time limits. However, we appreciate if you find more creative way to present your culture.

We will not have a kitchen to prepare the meals for the intercultural evening, so we suggest that you adapt your food and drinks to that reality. Nevertheless, there is a possibility to keep the goods in the fridge.

So, in short it should not be actually presentation, it should be an activity or something and it is up to you to repace the word something.



Erasmus+

PARTICIPANTS

Game ON! will gather 28 participants from 14 different countries.

Organisation	Country	Number of participants
Noored Ühiskonna Heaks	Estonia	2
Paragraf International	France	2
IMAGINA	Spain	2
Asociatia GEYC	Romania	1
3db	Denmark	2
European Youth Center Breclav	Czech Republic	2
PRAXIS	Greece	1
MeOut	Hungary	1
Global Wave	Poland	2
Associazione Culturale Strauss	Italy	1
Oriel	Italy	1
Lapuan Kaupunki	Finland	2
Innova Lab Bitola	Macedonia	1
ProAtlântico	Portugal	2
Vision 2020	United Kingdom	1

PROFILE

- youth leaders/workers
- youth trainers/workers who are actively working with young people as a professional or on the voluntary basis
- youth project coordinators
- aged 20+ without any upper limit

COSTS

There is a participation fee of **30 euros per participant**, which you can pay during the reimbursement procedure. Board, lodging and programme costs will be provided and paid 100% by grant from the Estonian Erasmus+ National Agency. But it is recommended to have a disposal for drinks, small shoppings, etc.

We have a budget for travel costs. According to the restrictions of the Erasmus+ Programme we can only refund up to some of the travel cost, if the following points are fulfilled:

- Your travel route is from your hometown to the venue in Estonia (**Viljandi**) and back
- You have chosen reasonable and economic means of transportation (e.g. APEX or student fares for flight tickets, cheap airlines, 2nd class trains)



- Your travel dates are according to the programme (2 days before OR after the project dates is allowed, but lodging during these days is on your own expenses)
- You have a receipt or invoice for the cost of your plane ticket and the boarding cards or the train/bus tickets.

Before booking please confirm the tickets with us. After booking, send us an e-mail tairi@nyh.ee with the following details as soon as possible:

- Name of the Traveller (Participant)
- Tickets' invoice

TRAVEL BUDGET

Organisation	Country	Max travel budget per participant (100%) in €
Paragraf International	France	275€
IMAGINA	Spain	530€
Asociatia GEYC	Romania	275€
3db	Denmark	275€
European Youth Center Breclav	Czech Republic	275€
PRAXIS	Greece	275€
MeOut	Hungary	275€
Fundacja Global Wave	Poland	275€
Associazione Culturale Strauss	Italy	360€
Oriel	Italy	275€
Lapuan Kaupunki	Finland	275€
Innova Lab Bitola	Macedonia	275€
ProAtlântico	Portugal	530€
Vision 2020	United Kingdom	275€

We will NOT reimburse the amounts that get over the maximum budget for each participant. So please book your tickets as soon as possible.

If you would like to stay longer in Estonia, you can book flights up to 2 days before/after arrival/departure of the dates of the training. Tickets with the dates longer than 2 days after/before the dates of the training will NOT be reimbursed.



THE VENUE



Erasmus+

During the project we will stay at the countryside of South-Estonia close to Viljandi. We will be accommodated in **Kildu Ratsakeskus** <http://kildu.ee> in rooms of 3-5 people (female/males separated). Every room has its own toilet and shower. Towels and bed linen are provided.



There is free WIFI available. And we will have some evenings in Sauna, so don't forget your swimming suit!

NB: We will be at the countryside. The nearest shop is in a village away from our accommodation (5 km). There are refrigerators available to store any personal food or drinks if you like (bring in advance).

We will organize transport from VILJANDI (the biggest city nearby) to Kildu Ratsakeskus on the arrival day.

There are 2 options how to get to Viljandi

1) You can land in **Tallinn** (the capital of Estonia) and you will get a bus or train from there to Viljandi. Bus ride/train takes around 2 hours. The buses depart rather often, you can check the timetable <https://www.tpilet.ee/en/timetable/tallinn/viljandi>

NB! The last bus from Tallinn BUS STATION departs at 20:45. Keep that in mind when buying flights.

Trains depart a few times a day, you can check the timetable <http://elron.ee/en/>

2) You can land in **Riga** (the capital of Latvia) and you will get a bus from there to Pärnu. Bus ride takes around 2-3 hours.

<https://www.luxexpress.eu/en/> or <https://ecolines.net/ee/en>



Erasmus+

From Pärnu take a bus to Viljandi. You can check the buses timetable here:
<https://www.tpilet.ee/en/>

NB! The last bus you can take from Riga BUS STATION to Pärnu is at 17.00.

We will organize the transport from Viljandi to the venue. As soon as we receive your travel details we will inform you about details.

WHAT TO BRING

- Clothes: we don't have any dressing code at our training. Feel free to take whatever clothes make you feel comfortable but remember that Estonia is a cold country and we advise you to check the weather forecast before. The temperature can get to 0 degrees and it might snow. Pack warm clothes in order to survive.
- Swimming suit for sauna.
- **Indoor shoes:** in Estonia we don't wear outdoor shoes inside, so bring slippers, flip-flops or whatever you feel comfortable wearing ONLY indoors.
- Promo materials with main information to present your organisation during the evening of Organisation Market.
- Ideas, music, snacks, drinks etc. to present your country and culture in the Intercultural Evening!

DEADLINE: All partners have to give information about the participants and their travel details before 10th October 2019!

Failing to accomplish this deadline will give us the right to replace the partnership in accordance of the Programme rules.

CONTACT DETAILS YOU MAY NEED

If you have any questions concerning the programme or the organisation of the project, please contact the project coordinator Tairi Lääts by email: tairi@nyh.ee or phone: +372 53535995.

SEE YOU SOON IN ESTONIA!

YOUR TRAINING TEAM