

**BANSKO,  
BULGARIA**

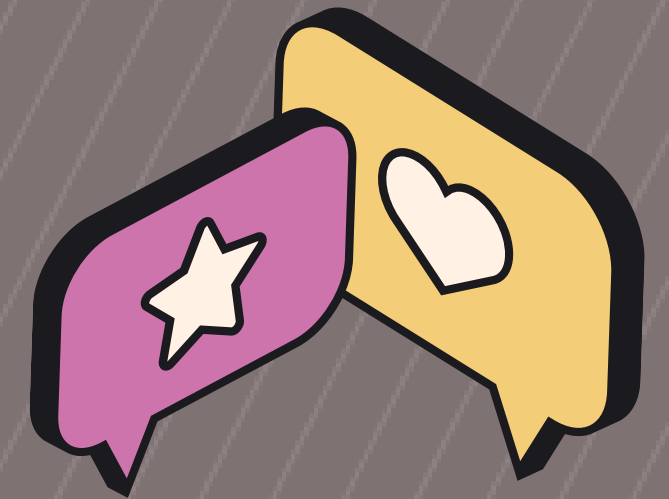
# Tech-Savvy Youth Engagement

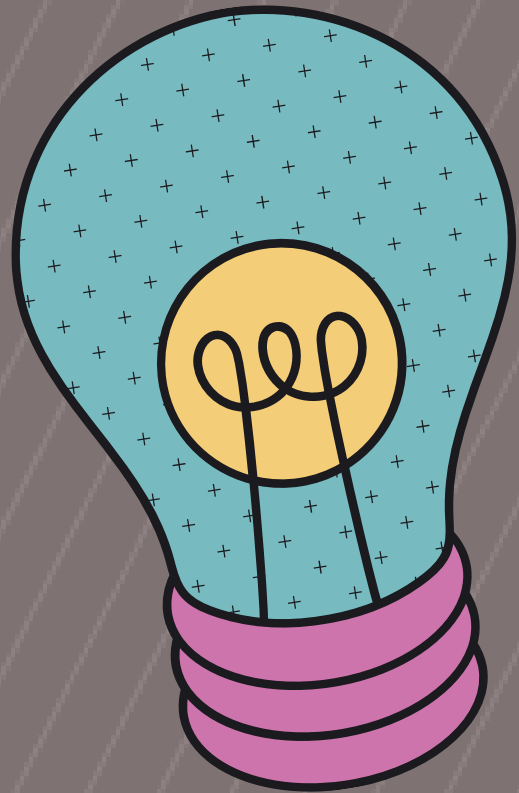
Mastering Digital Tools, AI, and  
Gamification

**13- 21 November 2023**



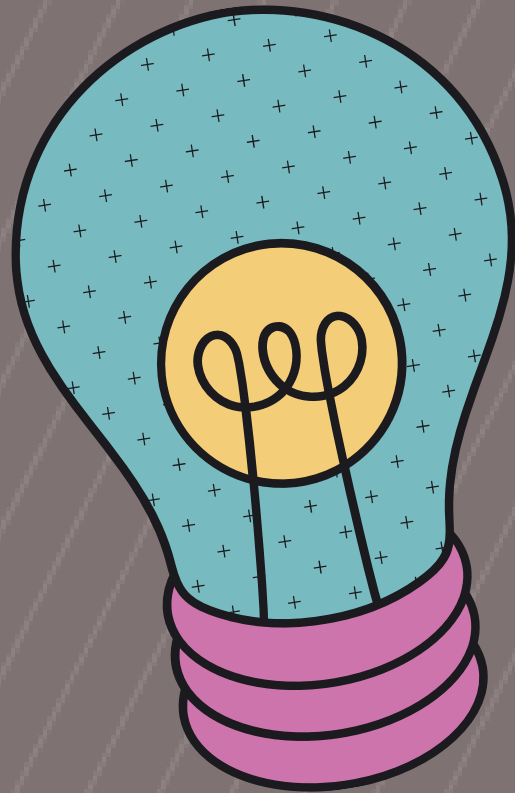
**"Tech-Savvy Youth Engagement: Mastering Digital Tools, AI, and Gamification"** is a dynamic one-week Erasmus training program that immerses participants in the world of modern technology and innovative engagement strategies. Over the course of the program, participants will delve into digital tools, explore the integration of AI technologies, and uncover the power of gamification in youth work, all within the framework of both online and offline environments.





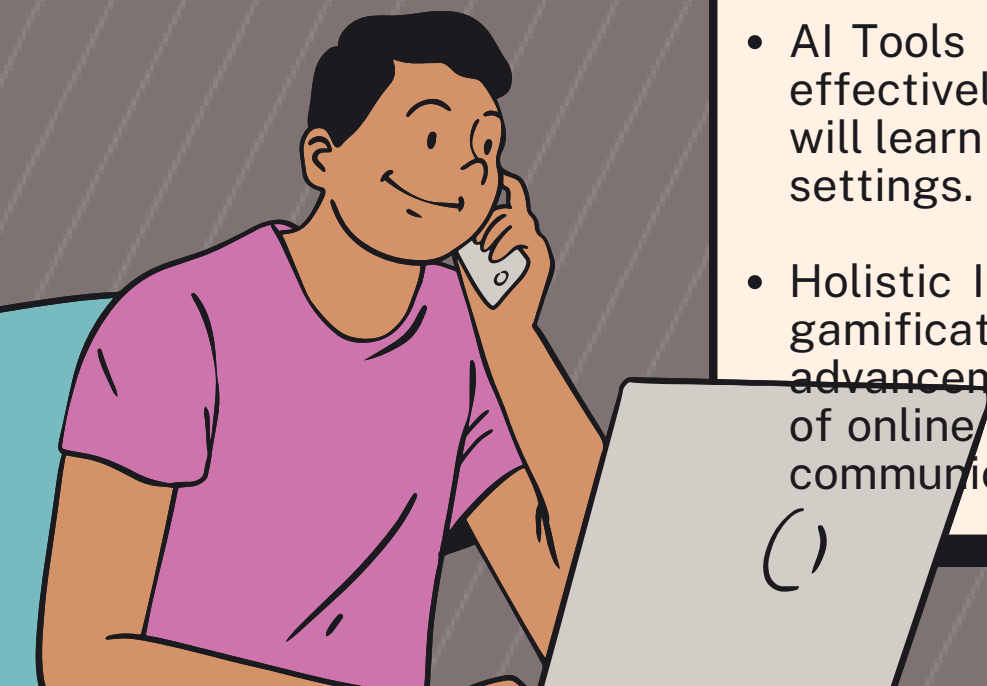
## Description

This Erasmus training program centers around diverse digital tools, including the integration of AI tools. It emphasizes their functionalities, applications, and the synergies that emerge between online and offline environments within the context of digital youth work and the implementation of gamification strategies across both virtual and real-world settings. A one-week Erasmus training initiative is designed to provide participants with a comprehensive understanding of an array of digital tools and AI integration. This program delves into their functionalities, exploring their practical applications and the harmonious convergence of online and offline landscapes. The context of digital youth work and the integration of gamification strategies in both virtual and physical environments serves as a focal point throughout the week-long curriculum.



## OBJECTIVES

- **Comprehensive Digital Tool Proficiency:** Equip participants with a deep understanding of various digital tools, including AI-driven solutions and platforms like Kahoot, enabling them to effectively navigate, exploit functionalities, and harness the potential of these tools across online and offline contexts.
- **Seamless Synergy Integration:** Foster the ability to recognize and capitalize on the synergies between virtual and physical environments, empowering participants to seamlessly blend digital tools such as Kahoot, AI-driven tools, and other AI-powered enhancements for enhanced productivity and engagement.
- **Mastery of Digital Youth Engagement:** Immerse participants in the realm of digital youth work, enabling them to devise effective strategies for connecting with young audiences in both online and offline spaces, incorporating tools like Kahoot, AI-powered solutions, and personalized learning approaches for interactive and engaging experiences, fostering meaningful interactions and impact.
- **Gamification Expertise:** Develop a strong grasp of gamification principles and techniques, empowering participants to integrate game-like elements skillfully into various activities within digital and real-world scenarios, incorporating tools like Kahoot, AI-driven enhancements, and tailored gamification strategies to amplify motivation and participation.
- **Effective Online Training Preparation:** Provide participants with the skills necessary to prepare and deliver impactful online training sessions, encompassing the use of digital tools, youth engagement methods, gamification strategies, platforms like Kahoot, AI tools for data-driven insights, personalized learning experiences, and AI-driven chat tools like ChatGPT and MidJourney, ensuring a comprehensive and engaging learning journey.
- **AI Tools Utilization:** Introduce participants to a diverse range of AI tools such as ChatGPT and MidJourney, empowering them to effectively incorporate these tools into training sessions for improved interaction, problem-solving, and engagement. Participants will learn how to harness the capabilities of AI tools to enhance communication and deliver tailored content in both online and offline settings.
- **Holistic Implementation:** Cultivate a holistic approach to utilizing a diverse array of digital tools, digital youth work strategies, gamification concepts, online training preparation, AI-driven solutions, platforms like Kahoot, and personalized learning advancements. This equips participants with the ability to create captivating, interactive experiences that transcend the boundaries of online and offline environments, integrating AI tools for optimal customization, data-driven insights, engagement, and enhanced communication.



# WHO IS THE TC FOR:



This program is tailored for educators, youth workers, trainers, and professionals passionate about innovative approaches to youth engagement. Whether you're familiar with digital technologies or eager to explore their potential, this program welcomes you to join a community of forward-thinkers.

Participants who are ready to commit time before, during and after the course through research, preparation before course through several tasks, full commitment during the course, and able to organize follow up activities



## WHAT YOU WILL GET

**Grasp the concept of merging online and offline realms for holistic engagement.**

**Acquire proficiency in various digital tools and their applications.**

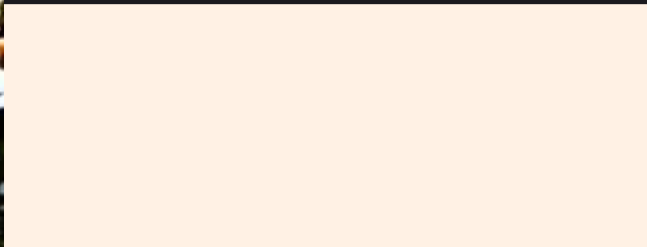
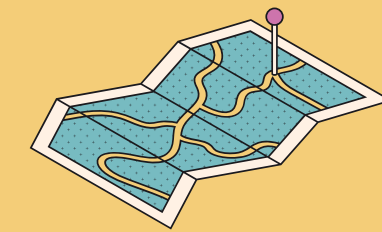
**Gain practical skills to elevate their youth engagement practices.**

**Develop a comprehensive understanding of AI tools and their role in communication enhancement.**

**Cultivate cross-cultural connections and expand their professional network.**

**Master gamification strategies to create engaging and interactive youth experiences.**

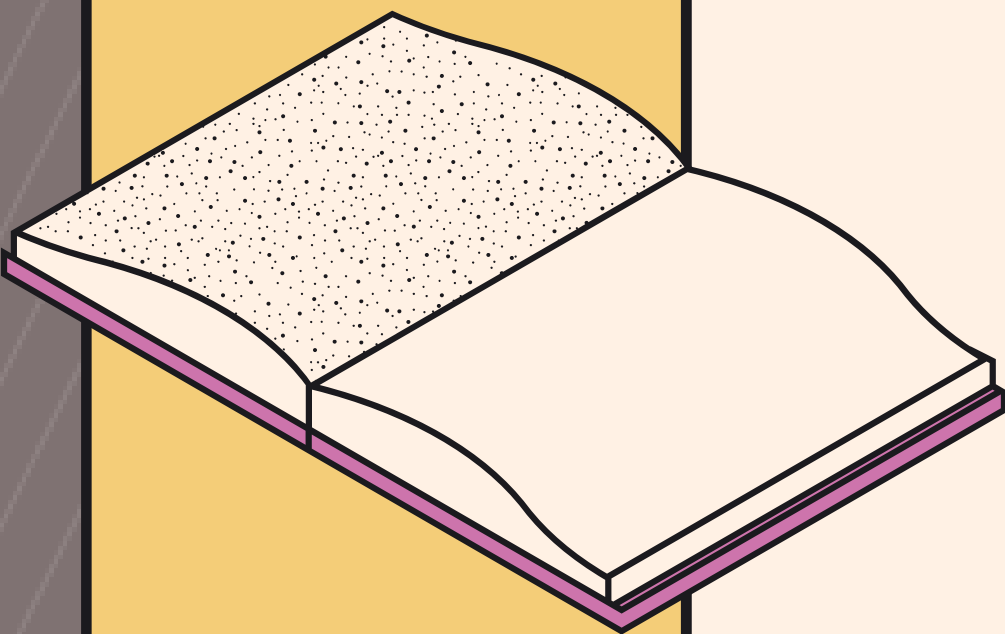
# Accomodation



Accomodation and food (breakfast, lunch and dinner) for the duration of the activities will be covered by the receiving organization Alternativi International.

All participants will be accomodated in Royal Bansko aparthotel , located in Bansko Bulgaria at the follwoing address: ul. "Kosherinata" 2770, Bansko, Bulgaria

# FOOD AND SPECIAL NEEDS



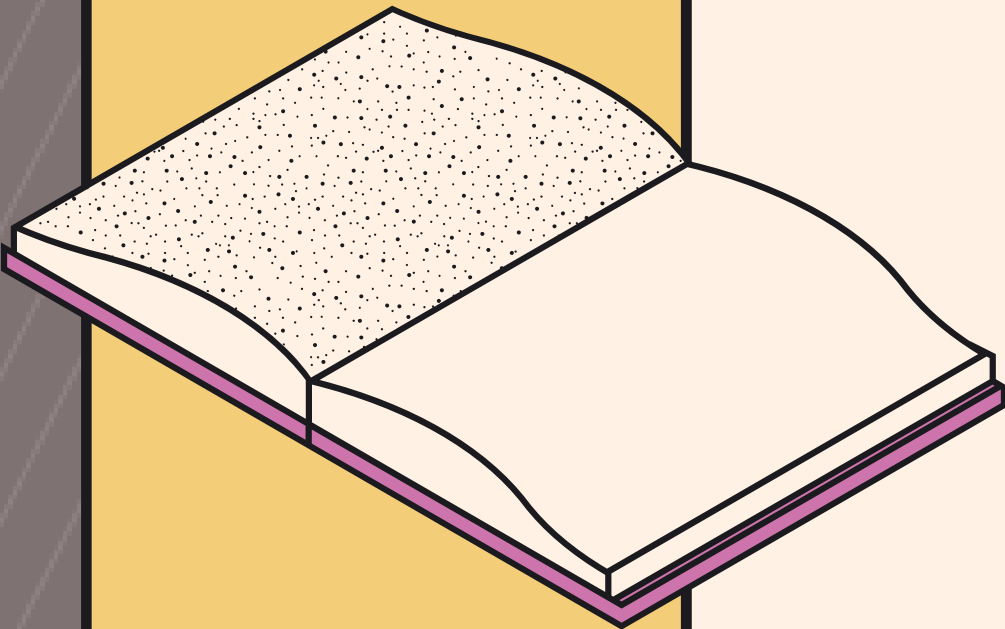
Alternativi International will provide participants with three meals per day and two coffee breaks.

- Special needs: Any special food diet must be previously informed to the organizers. Please, make sure that we know about your special diet.
- Extra nights: For those who come earlier (before 13th of November) or/and leave later (after 21st of November), unfortunately the project cannot cover the extra nights and food. If your flights are earlier or later than the project dates, you will have to find accommodation for yourself. Of course, you can always contact the organizers to help you in finding a place to stay. The first provided meal will be the dinner on 13th of November 2023. On 21st of November 2023, the breakfast will be provided.

**NB!!! PLEASE KNOW THAT THE TOTAL DURATION OF THE EXTRA STAY SHOULD NOT EXTEND 2 DAYS -MEANING ( 1 DAY BEFORE AND 1 AFTER, OR 2 DAYS BEFORE OR 2 DAYS AFTER) . Or in case a transport is missing and the stay should be longer than 2 extra days you can request confirmation from us.**



# Travel costs and reimbursement



**Travel costs:** Please note that travel costs will be reimbursed on the basis of original tickets, boarding passes and invoices/receipts for travel. Do not forget to collect and bring all of them. Only cheapest/economy class travel will be reimbursed and a public transport.

!!!Please know that tickets that are not confirmed may not be reimbursed

As soon as you filled the registration form and your participation is confirmed, you are kindly requested to submit your travel proposal for validation including detailed information about the name(s) of the participant(s) envisaged, itinerary (departure, arrival, dates, hours, transport company), type of transport (flight, bus, train etc.) and the website where you got the offer from:

- subject: [Travel validation] - Your country;
- address: [office@alternativibg.org](mailto:office@alternativibg.org)
- deadline: 25 September 2023

Alternativi International and is not responsible of reimbursing tickets without our prior validation.



# Reimbursement

How to provide the needed justifying documents? (Remember! If anything is missing from the list below, unfortunately we are not able to reimburse the costs). We will try to do cash reimbursement to all participants only if they can provide electronic version of all tickets before they depart from Bulgaria.

**1. Flight tickets (economic class/low cost if possible) – all the following are needed:**

e-ticket (you receive it by e-mail after you buy the flight);

fiscal invoice (ask your travel agency or check on the website where you buy the ticket how can you get a fiscal invoice). The invoice can be issued on the name of traveler, or on the name of the organisation you represent;

proof of payment (signed and stamped): can be a receipt from where you buy the tickets, can be a payment order (if you pay by bank transfer) or can be a bank or an account statement (if you pay by internet banking);

boarding pass (you get it online and print it at home 24h-30h before the flight or directly in the airport);

In the exceptional case when the amount on your invoice is different that the amount charged, a personal declaration will be needed and only the amount charged is subject of reimbursement.

**2. Train tickets (make sure the date, the itinerary and the price are visible on the ticket, if you can get an invoice is even better);**

3. Bus tickets (make sure the date, the itinerary and the price are visible on the ticket, if you can get an invoice it is better);

**4. Private car transport and Taxi ( including Bla Bla car, uber and such) – willnot be reimbursed**

**5. Please note that additional services on your bookings won't be reimbursed (seat selection , extra leg room in the place, checked in luggage and etc)**

*Important! Try to provide the documents above in English, or Bulgarian. If the documents are written in other languages we will need a declaration from you to explain the information provided in each document (in English).*





# Travel information

Country	Travel cost limits	Approved Means of transport
The Netherlands, Belgium, France, Germany, Denmark, Poland, Czech Republic, Austria, Slovakia, Slovenia, Hungary, Italy, Croatia, Latvia, Lithuania, Estonia, Cyprus	200 €	Plane
Greece, Turkey, Romania, Serbia, North Macedonia	130	Bus/Train/ Personal car
Spain, Portugal, Finland, Norway, Sweeden	280	Plane

**Currency:** in Bulgaria, we use лв – Bulgarian Leva. 1 EUR is 1.95 lv. You will need them to travel inside Bulgaria (bus, taxi or whatever you will use to move around it), so make sure you change a little bit when you arrive at the airport or before coming here. In case you will need to change again, we will help you out on spot.

**Intercultural nights:** For the intercultural evenings, we kindly ask you to prepare interactive presentation of your country. You can present it along with your food and drinks, music, traditional dances, etc. You can do it in the way you think is more suitable for the group, so be as creative as you want.

You are more than welcome to bring traditional food and drinks for this evening. It will be possible to cook there in case you want to prepare something for that night, but you should buy the ingredients or bring them from your countries. You can also bring your flag, posters, postcards, leaflets or any kind of gift you want to give to the participants in order them to have a picture of where you come from. Videos or games are also a good idea to be implemented during that night!

**Medical Insurance:** Medical insurance: procuring a medical insurance valid during your stay in Bulgaria is your own responsibility. European Union citizens are entitled to have an European Health Insurance Card (EHIC) which you can get for free from your health authorities and you can use in Bulgaria and in any other EU country as well. Anyway, you can also choose a private insurance for the duration of your stay (it should not cost more than 10 EUR depending on the provider and issuing country). Although it might be not mandatory to enter Bulgaria, if you choose to not have a health insurance you need to be ready to cover any medical related cost. We strongly encourage you to get a medical insurance for your stay!

#### **WHAT TO BRING WITH YOU – CHECK LIST**

- All travel documents;
- All material and things that you need for the program (as homework);
- Anything you need for the intercultural night( food, drinks, brochures and etc)
- Energizers that could be done in the mornings / after lunch break;
- Swimsuit and flip-flops/there is pool in the hotel.
- Comfortable clothes for the activities outside and inside conference room;
- Anything you think you will need during your stay in Bulgaria and of course, GOOD MOOD!



**Apply before 14  
September 2023**

[https://forms.gle/PTJdUY1ueat  
GWS9Z7](https://forms.gle/PTJdUY1ueatGWS9Z7)

