



TRAINING COURSE FOR EDUCATORS



GO PLAY

06-14.04.2024



TALLINN, ESTONIA

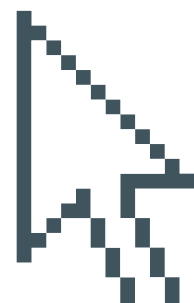
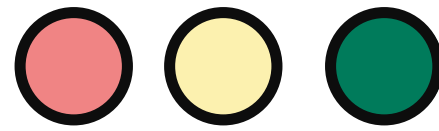


Funded by
the European Union

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ABOUT THE TRAINING

The training will equip youth workers, youth trainers and educators with the skills of game design and gamification in order to foster / ensure efficient and engaging educational process addressing current issues such as intercultural and interreligious dialogue in the work with marginalized groups, gender equality, human rights and developing soft skills of young people from different backgrounds



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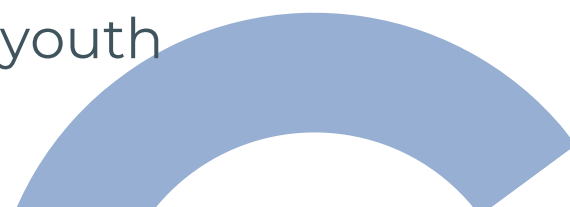
OBJECTIVES

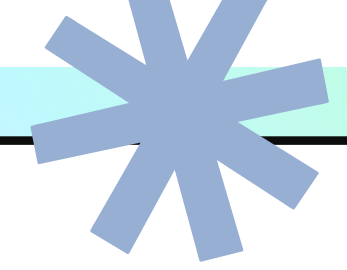


- to share personal experience in using games and reflect critically on examples of educational games
- to discuss what makes games and gamification process educational, to discover basic elements of games
- to learn about different player types and their relation to person's nature and basic motivators
- to learn how how to create an educational game or gamified system
- to create educational games on social and educational topics
- to test the created prototypes with other participants, collect feedback and implement it to the results ready for open testing
- to learn about different player types and their relation to person's nature and motivators
- to provide opportunities for cooperation and networking

As a result participants will:

- gain concrete competences in educational game design
- gain experience in different types of games
- learn how to make an educational game with concrete learning objectives for the needs of the target groups
- create and test game prototypes based on the needs of local youth





PARTICIPANTS

Background: youth workers, trainers, youth leaders and educators who actively work at local / regional / national or international levels

Should be 18 years old or over

Should be able to communicate in English

Should take part in the whole period of the training course

Should be ready to promote activities in own community after the training course ends

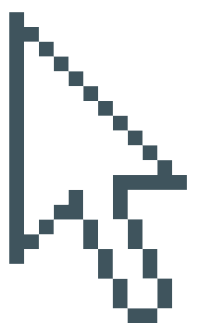
Should be ready to test the developed game in local communities



SELECTED PARTICIPANTS ARE IN CHARGE OF:



NB. THE REIMBURSEMENT WILL BE DONE AFTER FILLING IN ALL PARTICIPANTS' TASKS





PRACTICALITIES



VENUE

The training course will take place in Tallinn. All participants will be accommodated either in twin or triple rooms.



PARTICIPANT'S APPLICATION FORM

Please fill in the [application form](#) till [3rd of March 2024](#) [HERE](#)



SELECTION

Date of selection: 5th of March 2024

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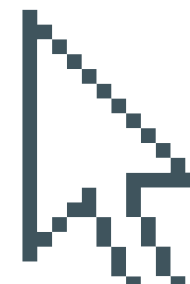
FOOD

There will be breakfast, lunch and dinner provided during your stay as well as 2 coffee breaks a day.

NB!

Accommodation and full board provided only for the period starting from dinner of 6th of April and finishing with breakfast on 14th of April.

Full board and lodging costs are covered by organizers for selected participants.

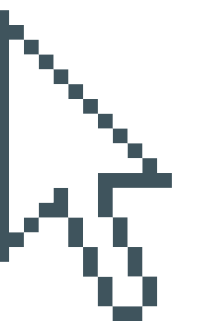
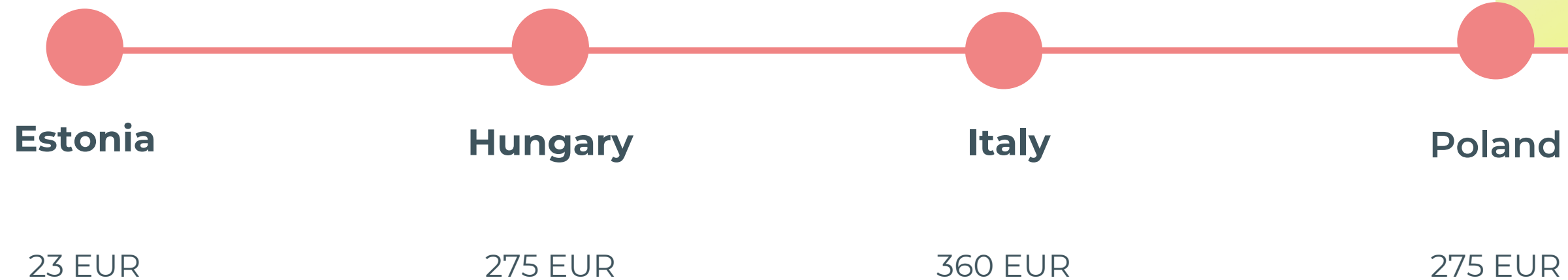


FINANCIAL CONDITIONS

Dates of the training course: 6-14.04.2024. 6th is arrival and 14th is departure days.

All costs related to the programme, food and accomodation will be covered for participants by organisers, starting from dinner 6.04.2024 until breakfast 14.04.2024. The travel costs will be reimbursed up to reimbursement limit (see below).

LIMITS OF TRANSPORTATION COSTS



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REIMBURSEMENT CONDITIONS



Buying all tickets is an obligation of participants (with partners' organizations support). Please DO NOT buy any tickets before an official confirmation from the organizers.

In order to be reimbursed participant has to provide all evidences of traveling: coach/train tickets, boarding passes, invoices etc. as well as the evidence of payment (e.g.bank transcript of payment) + confirmations of completing participants' tasks (please see participants profile).

Before purchasing the travel tickets we are kindly askyou to send us potential routes and costs and wait fromus a confirmation that they are OK.

The reimbursement will be done via bank transfertherefore we would kindly ask participants to have theirbank details ready and with them to submit during thetraining course. (Name and full address of the accountholder, Name and full address of the bank,IBAN, SWIFT(BIC)

If you want to come earlier, leave later from Estonia and still receive your reimbursement, it's possible to arrive max. 2 days in advance and leave max. 2 days after the training finishes. Participants need to take care of their stay by themselves in these days.



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INSTRUCTIONS FOR



TRAVEL

You may look for a few options to reach Tallinn. The easiest way just to fly to Tallinn international airport.

If for some reasons there are no convenient flights, you may take a look at Riga International Airport and then take a bus from Riga to Tallinn (~4,5h trip)

To look for bus connections (in case you will fly to Riga):

<https://luxexpress.eu/en/>

<https://global.flixbus.com>

How to buy a bus/tram ticket in Tallinn: <https://www.tallinn.ee/en/pilet/how-buy-ticket>





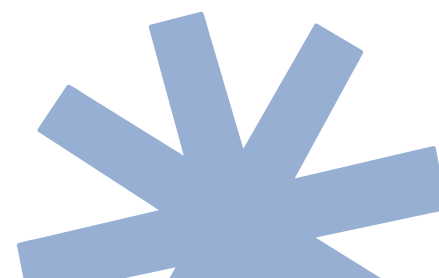
NB!!!

NOTE that, except illnesses, you are expected to participate FULLY in all activities. Unauthorized absence from activities and workshops is not permitted.

If less than 90% of the program is attended, it will not be possible to be reimbursed for the travel costs.

OTHER DETAILS ABOUT REIMBURSEMENT

- Missing or lost tickets will not be reimbursed
- Taxi or petrol costs are not reimbursed
- Boarding passes for all the parts of air-travel are essential for reimbursement
- "Booking paper" alone is not enough (invoices are required)
- Following the guidelines of the Erasmus+ and internal regulations, the travel must be released by the participants on the direct way within maximum 2 days. In case of long pauses or indirect routes (holiday travel), there is no reimbursement of travel costs!



MEET THE TEAM



DENIS KRIVOSHEEV

project coordinator
logistics support



VERA GORIUNOVA

trainer



EDUARD OGANYAN

trainer

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WHAT TO BRING



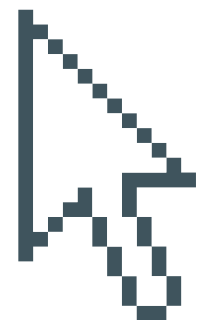
First of all bring yourself with all your best talents and ideas to share.

- Comfortable clothes and shoes for workshops and outdoor activities depending on weather.
- Traditional food, drink and souvenirs for intercultural evenings activities.
- Initiatives how to spend the free time together or even complement the agenda.
- Favorite board / card / physical games
- We will also have an Open space during which you can discuss any topics you would like to. Share with us any ideas you have –good practices, methods, success stories etc.
- Any medicine you use and will be needed for you while staying.



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TO DO LIST



Before the Training

Please fill in the application form till 3rd of March 2024: [HERE](#)

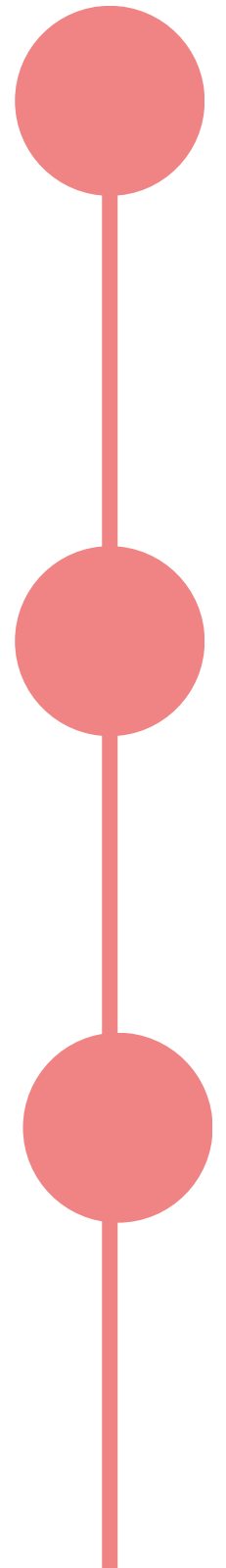
- Check the conditions for traveling to Estonia and back to your country.
- To purchase and collect all travel tickets after consultation and agreement with the hosting organization
- Prepare a game to take with you and possible activity for Open Space

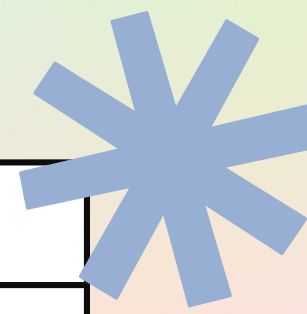
During the Training (6-14.04.2024)

- Bring your favorite board / card / physical games
- To deliver all travel documents to the hosting organization
- To actively participate in all workshop sessions (100% of activities)
- To provide on going dissemination of the results of the mobility (posts in Social Media, videos, BlogPosts etc.)

After the Training

- To disseminate results, both off- and on- line (send all the documentation- pictures, descriptions to the organizers)
- To implement a local workshop / testing with local youth in participant's environment
- To fill in a EC's survey that will be delivered via participants'e-mails





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CONTACTS

Preparatory and hosting issues:
projects.eems@gmail.com
 +372 5647 6381 Denis



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