



Co-funded by  
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# PROFESSIONAL TRAINING COURSE

## Gamification for Environmental Sustainability

**24 - 31 AUGUST 2024 : VIENNA, AUSTRIA**



# PARTNER ORGANIZATIONS



**Latvia**  
Ecological Future Education



**Austria**  
EMOTiC



**Croatia**  
IMPRESS



**Greece**  
Active Green Solution



**Slovenia**  
gamingHOUSE



**Hungary**  
Szatyor Egyesület



**Slovakia**  
OTI



**Czechia**  
EYCB



**Poland**  
Innowatorium Foundation



**Romania**  
Asociația Kasta Morrely

# ABOUT THE PROJECT

*Climate anxiety is currently one of the most pressing problems affecting youth. At the same time, young people see protecting the environment and fighting climate change (34%) as their top priorities in the latest Eurobarometer on Youth report. Both the climate prioritization and climate anxiety underline the importance to increase our efforts for environmental and sustainability issues and address them through innovative and practical approaches that bring solutions, instead of amplifying the problem or increasing the hype. At the same time, many youth are now distancing from climate action to some destructions caused by climate groups.*

*Therefore, youth workers are needed to help regain and retain the interest of young people in the issues of climate, environment, and sustainability, and to ensure the continuous and positive involvement of young people in climate-related activities. For this purpose, we decided to use an innovative methodology/learning approach which is gamification and game-based learning, especially Board Games. This stimulating and innovative approach would enable the exploration of the engagement strategies and mechanisms inherent in the dynamics of board games, and the potential to infuse them with significant educational purposes through purposeful play.*

*By doing so, these games can become powerful tools for increasing awareness, building a sense of initiative, driving solidarity, and doing activities for the environment. As Diane Ackerman says "Play is our brain's favorite way of learning".*

# OBJECTIVES

1. Exploring board games as an inclusive, stimulating, and engaging method in youth work, focusing on its multiple benefits including socialisation, learning, and fun and its power in shaping young people's learning, social engagement and personal growth.
2. Enhancing participants' transversal competencies necessary for working with young people and their role in tackling youth issues such as climate anxiety and the reluctance to climate action.
3. Equipping youth workers with the knowledge and skills necessary for designing and implementing board games with educational purposes, especially on the environment & sustainability.
4. Designing and testing a collection of educational board games intended for use in youth work.
5. Establishing a digital library of printable board games, as a resource for youth organizations and youth workers to enhance their future youth activities while simultaneously engaging them in an activity they enjoy.



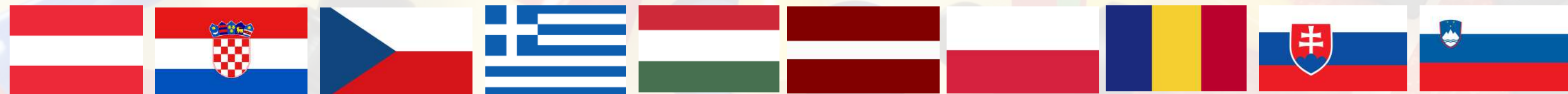
# PROVISIONAL TRAINING COURSE PROGRAM

	Arrival	DAY 1	DAY 2	DAY 3	DAY 4	DAY 5	DAY 6	Leaving
Date Time	24 Aug	25 Aug	26 Aug	27 Aug	28 Aug	29 Aug	30 Aug	31 Aug
10:00 11:30	<b>Arrival to the venue</b>	Welcoming and teambuilding	Board Games as an Educational Tool	Board Game Dos and Don'ts	"Games Laboratory"	Event Preparation	Transfer to Local Youth Work and Follow-ups	<b>Departure from the venue</b>
12:00 13:00		Introduction to the Training and Program	Game-Based Learning Principles	Game Development Principles	"Games Laboratory"	BETA-TESTING "Board Game Event"	Learning outcomes and final journaling	
15:00 16:30		Youthpass & Reflections	Elements of a Board Game	Ideas Generation & Idea Testing	"Games Laboratory"	Evaluation of the Event	Stepping over the home boundary	
17:00 18:15		Country Realities	Board game mechanics	Mid-Term Evaluation	Design Lab	Feedback and finalizing the product	Harvesting learning & Evaluation	
18:15 18:30		Reflection time	Reflection time	Reflection time	Reflection time	Reflection time	Closing the journey	
20:00		Intercultural Talks	Community Time	Community Time	Community Time	Community Time	Farewell Party	

06:45-08:45 Breakfast 11:30-12:00 Break (JUST Coffee & Tea) 13:00 to 15:00 LUNCH Break 16:30-17:00 Break (JUST Coffee & Tea) 19:00 - 20:00 Dinner Time

# PARTICIPANTS

This training course mobility is open to youth workers between 20 and 35 years old. We are looking for 3 participants from each of the following countries: Austria, Croatia, Czechia, Greece, Hungary, Latvia, Poland, Romania, Slovakia, and Slovenia.



## You can participate if you are:

- Between 20 and 35 years old;
- Able to communicate in English (minimum B1 level);
- Be a citizen or a resident of one of the included countries of the participating organisations;
- Able to fully and actively participate in the whole duration of the activity and in all sessions;
- Motivated to take part in a mutual learning process in a highly intercultural setting;
- Be curious, appreciate diversity and learn about each other's realities;
- Ready to support dissemination and visibility activities online and offline.
- **Able to implement the follow-up initiative within 3 weeks after participation.**

# PRACTICALITIES

All those eligible for participation and interested in this training course should fill in the following application form by the latest **20.June.2024** in order to be considered for the selection.



Form link is [here](#).

[Project page: https://www.emotic.org/gamification-2024](https://www.emotic.org/gamification-2024)

# ONCE SELECTED

## Before the training course:

- Check the conditions for travelling to Vienna, Austria and back to your country.
- Purchase and collect all travel tickets after consultation and agreement with the coordinating organization.
- Cooperate with the participants from your country and prepare together for the trip and the mobility.
- Participate in an online onboarding meeting for all participants.
- Do the preparatory and "homework" tasks in your national group.

## During the training course:

- Actively participate in all workshop sessions and the planned activities.
- Take part in the dissemination of the results of the mobility (posts on Social Media, videos, blog posts, etc).
- Deliver all travel documents to the hosting organization (EMOTiC) & coordinating organisation (EFE).

## After the training course:

- Disseminate results, both offline and online (send all the documentation/pictures to the organizers).
- **Implement the local follow-up initiative that you designed with the national team during the training.**

# JOURNEY

## **Procedures:**

1. Fill in the application form to apply
2. Wait for the selection results

## **Once selected**

3. send us a travel route suggestion including costs,
4. wait for approval/modification of the travel plan,
5. purchase the travel tickets by yourself,
6. travel and participate in the training course,
7. send us all travel documents once back home,
8. implement the local follow-up initiative,
9. receive the refund of your travel tickets.

Participants are expected to arrive in Vienna no later than August 24th 2024 and depart no earlier than August 31st 2024.



# VENUE

The mobility will be held at the Jugendgästehaus Wien Brigittenau in Vienna, Austria. Participants are required to arrive from the airport to the venue by themselves and also depart by themselves to the airport. You will be accommodated in rooms with 2 – 4 beds, which you will be sharing with participants of the same gender, however, mixed with participants from other nationalities who are also participating in the training course. All meals will also be provided by us at the same venue.

Address of the Venue: Jugendgästehaus Wien Brigittenau, Adalbert-Stifter-Strasse 73, 1200 Vienna.



# REIMBURSEMENT

All costs related to the training course, food, accommodation, and other practicalities are covered. We are not responsible for any fee that you might have to pay for your sending organisation.

The travel costs will be reimbursed up to the determined limit. Any amounts beyond these limits must be afforded by the participants themselves. Buying tickets is the own responsibility of each participant (with the support of sending organizations, after the approval of the coordinating organisation). To be reimbursed, the participant has to provide all evidence of travel documents such as original train tickets, original boarding passes, original invoices, etc. as well as the evidence of payment (e.g. bank transcript of payment). Before purchasing the tickets you will need to send us potential routes and costs and wait for our confirmation. The implementation of the local follow-up is a must for the travel refund.

If you want to arrive earlier in Vienna, or leave later, and still receive your travel refund, it's possible to arrive max. two days in advance OR leave max. two days after the mobility, or one day before and one day after. Please be informed that participants will have to take care of own costs and expenses on these extra days. The official arrival day is 24 August 2024 and official departure day is 31 August 2024. If you arrive earlier or leave later and the cost of travel on these days is more than the cost on the official days for travel, we will consider only the costs for the travel on the official days, and you should cover the extra different amount.

Other important details for the reimbursement of the travel costs:

- Missing or lost tickets will not be reimbursed;
- Taxi, car, or petrol costs and travel agency fee charging are not reimbursed;
- Boarding passes for all the parts of air travel are essential for reimbursement.

Limits of travel costs:

- Austria - 0
- Croatia - 210 € (Bus travel)
- Czechia - 210 € (Bus travel)
- Slovenia - 210 € (Bus travel)
- Slovakia - 210 € (Bus travel)
- Hungary - 210€ (Bus/Train travel)
- Poland - 320€ (Bus/Train travel)
- Latvia - 275 €
- Romania - 275 €
- Greece - 275 €

We recommend taking only the small personal bag and the cabin bag of 10kg, without a check-in luggage.



# PACKING LIST

- Passport/ID card;
- Any needed medicines;
- Insurance (please bring your EHIC card or the equivalent)
- Comfortable walking shoes and clothes for outdoors;
- Towels and Shampoo (***those are not provided by the hostel***);
- Sweets/Cookies from your country;
- Flags, Games, songs, dances, quizzes, and traditions to represent!.



# HOW TO REACH US

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