



GAMES 4/US!





Games 4 US!

PROJECT PARTNERS

2016-1-TR01-KA105-031314



Coordinator > Uşak İl Milli Eğitim Müdürlüğü, TURKEY



Partner > Youth For Social Changes, ALBANIA



Partner > Bulgarian Youth Association, BULGARIA



Partner > Turbine of Changes, CROATIA



Partner > MTÜ Noored Ühiskonna Heaks, ESTONIA



Partner > Student Youth Council, GEORGIA



Partner > CGE Erfut e.V, GERMANY



Partner > Ass. Soro Tori ONLUS, ITALY



Partner > Tarptautinis Bendradarbiavimo Centras, LITHUNIA



Partner > Association for Youth Initiatives CIK CAK, MACEDONIA



Local Partners > TR 33 Provincial Directorates of National Education

EU Erasmus+ Youth In Action Programme

KA 1 – Mobility of Individuals

Games 4 US! Training Course for Youth Worker's



DEAR PARTICIPANT,

We are looking forward to meeting you and to working with you in the international training course **Games 4 US!** on how to develop game based learning environment, gamification and design the games how under the Erasmus+: Youth in Action Programme according to Non-formal education activities. It will be a learning by doing experience for you, built on several kind of exercises. In this training course you might develop new games and will have chance to find new partners. Generally, by this Project we contribute the youth workers to develop new non-formal education techniques and approached via sustainable activities by theirselves and they will find a chance to design and implement these new techniques. According to general impact of the project there may pioneer excellence of innovation in youth works with disadvantage young people.

IN THIS INFO-PACK YOU WILL FIND

The general information about the Project and how to apply it. As soon as you will have been selected, you will receive another detailed info-pack for preparation, travel arrangements and day-by-day programme of your training course (the programme is flexible and may be changed).



Objectives

GENERAL OBJECTIVE; is aiming to develop and increase the knowledge and competencies of youth workers about game based learning, gamification and game design hence increasing the quality of youth works and non-formal education activities across Europe.

SPECIFIC OBJECTIVES;

- 1) Social inclusion of disadvantage/disabled youngsters according to game's flexible and inclusive features.
- 2) Encouraging the youth workers about innovation excellence in youth works via developing new and different methods/games hereby contributing Europe's common treasure and disseminating good experiences and implementations.
- 3) Encouraging and disseminating the usage of gamification, game based learning activities in youth works and how to develop games in this field.
- 4) Pioneering the intercultural non-formal learning and working opportunities hereby empowering the intercultural dialogue and partnership among the youth workers.
- 5) Recognition of knowledge/competencies/proficiencies of youth workers about gamification, game based learning, game designing via Youthpass Certificate hence aim to integrate these skills to daily youth works and help to employability of youth workers.
- 6) Increasing the quality of non-formal learning methods and techniques in youth works, encouraging learning to learn and performing a sustainable skills about method development by youth workers, keep and maintain the innovation in non-formal education.



Methodology

This training is organized within the context of **Non Formal Education**. Therefore, the approach will be **based on active participation**, with the intercultural dimension as a pillar.

Participants will be in the centre of the process, being invited to share experiences, learn by doing, group work and peer-work, development of innovation & creativity.



*Min. 18 Years old

*To be youth worker/trainer/facilitator/leader/mentor/coach/teacher

*To be participated min. 1 training course or exchange in youth works as a participant or trainer

*There will be prior chance to be selected if you live in rural area or disadvantage field, have disabilities, economical problems, geographic/cultural/educational/physical barriers, etc.

*Readiness about non-formal education techniques/methods

*To have active participation responsibility to all sessions

*Willing to develop/produce/try new methodologies and open minded to learn

*Fluent English

*Want to be a Professional trainer/leader/facilitator or want to develop him or herself in this field

*There will be prior chance to have former background or skills about gamification/game based learning/game designing

*There may be Max. 30 Participants.



Preparation

Selected participants will prepare him/herself to the training course before the preparation deadline. Therefore, each participant will find 5 different, complex educative games from his/her country or from any kind of knowledge source; or create his/her own games (let's gamificate it ☺). And prepare one of the games you choose to lead the group of participants and play with them together (if there is handout or any other resource necessary; you gonna

prepare it before the course). We gonna collect these 5 games from each of you and we will create a new games during the course together in small groups, at the end of the Project we will prepare an e-book and share it with other youth workers hence we will disseminate it in many platforms (We will send you more detailed informations after you selected).

Youthpass

YOUTHPASS CERTIFICATE

Every participant is individually entitled to receive a Youthpass Certificate which confirms participation and validates the non-formal learning (NFL) experience of the Youth Worker's Mobility and Training Course projects. Self-evaluation and validation of participants' learning experiences are important as such and the document can be of benefit in terms of the educational or employment future of the participant. Through Youthpass the European Commission ensures the Training Course activity is recognised as a non-formal learning experience. For more information on Youthpass you may wish to visit <http://www.youthpass.eu>. Besides Coordinator Uşak İl Milli Eğitim Müdürlüğü will issue a Participation Certificate and deliver it to the pax.



Application Info

APPLICATION DEADLINE

19'th December 2016

LOCATION

Uşak / TURKEY

PARTICIPATION FEE

€35 For Per Participant



AVAILABLE COUNTRIES

Albania, Bulgaria, Croatia, Estonia, Georgia, Germany, Italy, Lithuania, Macedonia, Turkey and other programme countries.

ACCOMODATION and TRAVEL and SAFETY

Full accomodation and meals reimbursed by Project, travel expenses will be finance according to Erasmus+ travel reimbursment conditions country by country. All the Project budget financed by Turkish National Agencies under Erasmus+ Youth Programme. Besides you can easily fly to İstanbul, İzmir, Zafer destinations and come to Uşak by 1 bus from that cities. From İstanbul 8 Hours by bus (550 km), from İzmir 2,5 Hours (230 km) , from Zafer 1,5 Hour (100 km) and you can find bus every hour. As soon as you will selected, you will receive the details about travel. You can see Uşak on the map coloured in red. Moreover Uşak is one of the very safety venue in Turkey.

TC DATES

Arrival: 07 February 2017 before 18.00

Departure: 15 February 2017

1+7+1 Total 9 Days include arrival and departure (8 Nights Accomodation)

APPLICATION LINK

<http://www.salto-youth.net/> (will be updated soon)

TRAINERS

Taner Ergül and Ceyhun Uzun