

*Infopack*

# WAR GAMES

**TRAINING COURSE  
KA1 MOBILITY OF YOUTH WORKERS**

**22nd - 30th JUNE 2019  
SERMUGNANO (ITALY)**

# PROJECT SUMMARY



"War Games" is the third edition, funded by the Erasmus+ programme and promoted by the Italian NGO Cooperativa Sociale Muovimente, of a training format on Game-Based Learning targeting primarily youth and social workers and educators. The project is a 8-days residential training course aimed at exploring games and gaming methodologies of different types and on different platforms and their direct application in educational activities.

The course will take place in Sermugnano, a small village in central Italy, from the 22nd to the 30th of June 2019 (travel days included). It will involve 22 participants and 3 trainers from 11 different European countries (Italy, Czech Republic, Ireland, Greece, Romania, Portugal, Poland, Spain, Hungary, Turkey and UK). The working language will be English.



## AIM and OBJECTIVES

The objectives of the training course are:

- to explore games as a medium through history in their different expressions and forms (from traditional games, outdoors, social and role-playing games, to creativity expression exercises, to boardgames and video and digital games);
- to explore the possibilities offered by Game-Based learning to develop political participation, leadership, inclusion and non-violent communication;
- to introduce tips and principles of "gamification" in education and training, and to discuss potential negative side effects;
- to empower and endow educators, trainers, youth and social workers and leaders with applicable tools to increase young people's participation to political life, reduce radicalization and xenophobia and promote a less violent society.

# HOW WE WORK

## A WORD ON THE APPROACH



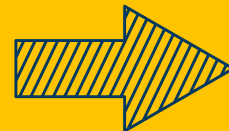
The training course aims to support the participants to get a deep understanding of games and gamified systems, to apply them effectively in their work, and to design new ones, according to different settings and contexts.

The project will specifically address topics such as:

- violent communication, "fake news" and propaganda;
- aggressive and autocratic leadership on the rise;
- decline in civic and political participation of youth;

through a programme that will be able to provide youth workers, educators and trainers with tools, theoretical background, motivation and empowerment to tackle these problems more effectively in their local work.

## DISSEMINATION



Dissemination is a crucial area of the Erasmus+ project lifecycle. It gives the opportunity to communicate and share outcomes, thus extending the impact of a project. Sharing results, lessons learned, outcomes and findings will enable a wider community to benefit from a work that has received European funding.

**THE COURSE WILL HAVE A VERY EXPERIENTIAL CHARACTER. IT WILL PRODUCE A TOOLKIT OF GAMES THAT WILL BE PUBLISHED AND SHARED ON OPEN SOURCE PLATFORMS, AND WILL FOCUS ON THE IMMEDIATE APPLICABILITY AND REPLICABILITY OF ALL THE LEARNING OUTCOMES.**

Participants will be encouraged and required to actively take part in the dissemination of the training course during and after the course. The team will offer tips and space for coming up with ideas and planning.

# A BIT OF HISTORY

"War Games" is a 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".



There is increasing evidence of how games can develop communication, engagement, understanding of differences, problem solving, and can teach how to deal constructively with conflicts and emotions.

**WAR (AND PEACE) GAMES –  
GAME DESIGN FOR EDUCATION  
AND TO BUILD A  
BETTER WORLD**

(from the blog "To Say Nothing  
of the Cat")

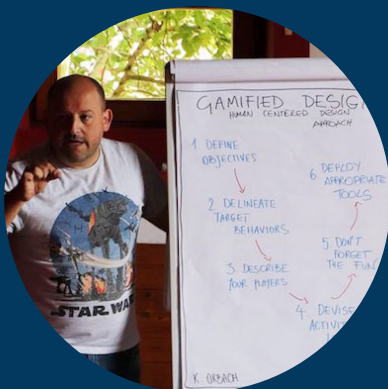
"War Games" was born from the need of finding a way of improving education on media, critical thinking and young people's sense of initiative by equipping youth workers with competences & methods necessary to transfer the fundamental values to our society. The format has now reached its third edition.

**GAMES FOR A BETTER WORLD:  
A TRAINING COURSE**

(from the blog "HandShaking")

If you're curious to know more about what happened in the previous editions, have a look at the reportage written by two of the members of the training team!

## THE TEAM



**CARMINE RODI FALANGA**  
(ITALY / CZECH REPUBLIC)



**MAFALDA MORGANTI**  
(ITALY)



**MICHELE DI PAOLA**  
(ITALY)

# ACCOMMODATION

## MAP AND AREA INFORMATION



The area where the project is taking place is at the border between the regions of Lazio and Umbria, in the center of Italy.

The accommodation will be in Sermugnano, a really tiny village between the cities of Viterbo and Orvieto (130 km far from Rome and easily reachable by train).

Sermugnano is a beautiful medieval town surrounded by rolling hills, immersed in an inspiring landscape ideal for reflection and education.

The hostel of Sermugnano is regularly used for our residential courses. It has two distinct working or chill out spaces at ground floor, and 8 bedrooms at the upper floor, each with private bathroom and shower. 3 to 6 persons will be accommodated in each room.

Beddings, pillows and blankets will be provided. Please bring your own towel, or it can be rented on the spot for 4 €.

Wi-fi internet is available free of charge.

The house will be self managed by our group, which will be responsible for living together during the course. It is a normal part of our educational approach, and encourages community spirit, responsibility and sharing. Everyday tasks like cleaning, setting tables, sorting garbage and washing up will be shared by participants, as part of the "sustainable living" experience. The structure has a fully equipped kitchen with fridge, available to the group.

As part of our effort towards sustainability, meat (or fish) will be served every other day.





# ARRIVALS AND DEPARTURES

The programme will start at 6:30pm on June 22nd and the departures from the accommodation will be arranged between 7 and 11am on June 30th.

If you are travelling by plane, fly to Roma (either airports). Then reach the train station of Roma Termini (shuttle buses will be running constantly between the station and both airports) and from there take a train on the line Roma-Firenze and get off at Orvieto train station.

Here is the weblink to Italian Railways.

TO BE ABLE TO ATTEND THE COURSE FROM THE BEGINNING TILL THE END IS ONE OF THE BASIC CONDITIONS FOR PARTICIPATION. PLEASE ARRANGE YOUR TRAVEL TO BE THERE ON TIME. IN CASE OF ANY COMPLICATION, PLEASE, LET US KNOW AS SOON AS POSSIBLE.



On the arrival day there will be two rounds of pick up service provided by our staff from the station of Orvieto to the accommodation, at 3:00 PM and 5:00 PM.

For those arriving outside of the pick up times, the team is available to arrange taxi rides from the station. The cost of a ride between Orvieto station and Sermugnano is around 35€ and it will be covered by the participants.

Our programme includes half a day free and a dissemination evening in two different locations in the surrounding area.

No trip will be organised to visit Rome, Florence or the nearby main cities. For those who would like to, it is possible to organise independently and take a few days extra for your own leisure time. You can take up to extra 2-3 days (before OR after the course) and still be eligible for a travel reimbursement (not more).

The accommodation costs for these extra days is fully up to you. We are sorry about that, but it is one of the financial rules of the grant we have received, and there is nothing we can do about it.

# TRAVEL REIMBURSEMENT



The course is co-funded through the Erasmus+ European programme. We can reimburse only the cheapest transportation possible and only public transport, 2nd class fares.

**IMPORTANT: WE CAN REIMBURSE YOUR FLIGHTS, ONLY IF YOU PRESENT US YOUR BOARDING PASSES! IN CASE OF USING MOBILE APP FOR CHECK-IN, PLEASE REMEMBER TO SAVE THE BOARDING PASS, OR TAKE A SCREENSHOT OF THE BOARDING PASS - THEY ARE AUTOMATICALLY DELETED FROM THE MOBILE APP AFTER SOME TIME.**

For the reimbursement, we will need:

- An invoice with the itinerary of your trip, the names of the passengers and the price of the ticket. Usually all this information is available on the e-tickets for flights.
- All your original travel tickets and receipts (train and bus tickets) which you wish to have reimbursed. We cannot provide reimbursement without the original of these documents, so it will be your responsibility to take good care of them.

The following list shows how much is the maximum allowed per person for a full return (two ways) journey, so please try NOT to spend more than this:

ITALY	20€
CZECH REPUBLIC, IRELAND, GREECE, ROMANIA, POLAND, PORTUGAL, HUNGARY, TURKEY, UNITED KINGDOM	275€
SPAIN	530 €

**IMPORTANT:** to determine where you are from, RESIDENCE is the counting factor. We can support your participation only as long as you travel TO AND FROM one of the partner countries of the project, regardless of the nationality shown on your passport.

The reimbursement will be done after the end of the project, after we successfully get all the tickets and boarding passes also from your trip back home. Consider up to 6 weeks while we process all the documents and organise the transfers. More information about when and where to send the tickets and the relevant reimbursement form will be given during the training course.

# TRAINING FEE



The participation to the course foresees:

- a non-refundable PARTICIPATION BOND of 30€ to be paid by bank transfer after selection before the start of the training course;

- a PARTICIPATION FEE - to be paid in cash during the training course - on a sliding scale from 30€ to 70€.

Participants will be free to choose their contribution according to their own personal financial possibilities and the value they see in 8 days training programme.

THE PARTICIPATION BOND IS TO BE CONSIDERED NOT REFUNDABLE UNLESS THE COURSE IS CANCELED OR DELAYED BY OUR SIDE. WE ARE SORRY SHOULD THIS CAUSE ANY INCONVENIENCE.



## USEFUL INFORMATION

- Pack your own phone and laptop chargers, and travel adaptors for the Italian standards. We have a few in the house, but they are never enough.

- Pack clothes which also suitable for outdoor activities.

- Internet is available on the venue place, but the signal can be subject to drops. Do not plan important online meetings or deadlines to be met during the course, which will be quite packed anyway;

Participants commit themselves to actively participate in the whole process, including:

- to read all the information carefully;
- to communicate timely with the organisers;
- to prepare adequately for the training course;
- to take actively part in the full duration of the activities;
- to participate in the evaluation process after the course and the dissemination of the results

- Obtaining a full insurance (travel risks, medical, injuries) is the participant's responsibility;

- Pictures, videos, images taken at the course, as well as the materials produced during the activities, can be used to document the activity in reports or websites or social networks, or for promotional material;

- Providing information on special needs, does not remove the participant's personal responsibility for ensuring their own health and safety.





## *Contacts*

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Co-funded by the  
Erasmus+ Programme  
of the European Union