



# GAME

E X P A N S I O N

## International training course

09.10.2024 - 13.10.2024

Leipzig (Germany)



Co-funded by  
the European Union



erasmus+ and  
european solidarity  
corps agency

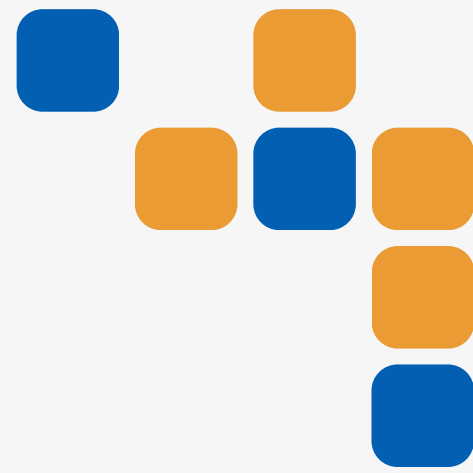


**Shokkin Group**  
International





**GAME**  
E X P A N S I O N



We are thrilled to host the **second training** of the **Edugame: Expansion** series under a **KA2 cooperation** project co-funded by the European Union. During this training course you will have an opportunity to learn how to use **4 educational games**, practice **facilitation** and gain initial understanding of **educational game design**. You will have an opportunity to apply gained knowledge and tools in practice in your work environment.

## PARTICIPANT PROFILE

This activity is designed for **youth workers** and **educators** (high school teachers, youth trainers, camp leaders, ngo workers) and it is most beneficial for those who work directly with young people aged 14+ and who are interested in acquiring a deeper practical understanding of game-based learning.

**Formal condition:** The activity is open for residents of Germany, Estonia, Latvia, Slovakia, Portugal and Bulgaria. Participants have to be **over 18 years old** and able to follow the training course and work in English.

[Apply here before 07.08.2024](#)



Three decorative squares in blue and orange are arranged in a 2x2 grid in the top left corner, with the bottom-right square missing.

# TRAVEL AND REIMBURSEMENT

There is a fixed maximum amount reimbursable for your **individual trip costs**. **Travel costs exceeding the maximum reimbursable amount will not be covered.**

**Bulgaria, Estonia, Latvia, Portugal, Slovakia - 300 EUR**

**Airport options:** Leipzig (LEJ), Berlin (BER), Frankfurt (FRA). We advise you to compare prices. From Frankfurt airport there are direct high speed trains to Leipzig (3.5h). From Berlin it takes ca. 2h.

**Train tickets** to Leipzig Hauptbahnhof (Hbf) can be booked [here](#).

**Bus tickets** can be booked [here](#).

If possible, green travel options are appreciated.

## Reimbursement procedure

Reimbursements will be made **by bank transfer** to the organization or appointed responsible participant after all necessary **travel documentation and proof of dissemination activities** (facilitated game sessions) are sent to the hosts (we will make the transfer within 14 days from the moment we have everything needed from a country group).

## Mandatory insurance

It is mandatory to have a **valid medical insurance** (i.e. European Health Insurance Card) during your travel and a **separate travel insurance**. It is the responsibility of each participant to provide proof of medical and travel insurance.

## Arrivals, departures and extra days

Participants are requested to **arrive in Leipzig before 17:00** on **October 9** and **depart not earlier than 13:00** on **October 13**.

We expect everyone to book tickets according to the given times.

At your own expense you can stay in the region up to 4 days before OR after the activity.

A decorative graphic in the top left corner consisting of several blue and orange squares of varying sizes arranged in a cluster.

## VENUE

The training will be organized in the city centre of Leipzig. Accommodation will be provided in en-suite rooms of 3 to 4 people of the same gender and mixed countries in **Five Elements Hostel** (towels provided). Breakfast will be provided in VILLA, lunch and dinner are provided by a catering service.



Five Elements Hostel



VILLA seminar room

## Practicalities

The sessions will take place in **VILLA**, located 5-min walk away from the hostel. Address: Lessingsstrasse 7, 04109 Leipzig.

Make sure to bring any medication you might need during the week and a **personal water bottle**.

**Pictures and videos** taken during the activities might be used to document the training and promote the project in reports, partner websites, social media accounts and in further promotional materials.

For the benefit of the activity and in order to guarantee your **full involvement** in the experience, we ask selected participants **NOT TO PLAN** online meetings/appointments during the training time.

# SCHEDULE:

| Edugame Training 2 (Leipzig) 09.10. - 13.10.2024 |                              |                                   |                        |                                   |                               |
|--|------------------------------|-----------------------------------|------------------------|-----------------------------------|-------------------------------|
|  | Day 1<br>Wednesday           | Day 2<br>Thursday                 | Day 3<br>Friday        | Day 4<br>Saturday                 | Day 5<br>Sunday               |
| 10:00  | <b>Arrivals before 17:00</b> | Get To Know Each Other            | Game Session 1         | Game Session 3                    | Training Evaluation           |
| 12:00  |                              | Game-Based Learning               | Game Session 2         | Game Session 4                    | Resource Sharing              |
| 14:30  |                              | Game Facilitation Techniques      | Game Design Foundation | Game Design Practice              | <b>Departures after 13:00</b> |
| 16:30  |                              | Debriefing in Game-Based Learning | Reflection Groups      | Follow-Up Planning & Testimonials |                               |
| 17:30  |                              | Welcome & Project Intro           | Reflection Groups      | Reflection Groups                 |                               |
| Evening  | <b>Festival of Lights</b>    | <b>Game Night</b>                 | <b>Host Evening</b>    | <b>Farewell Night</b>             |                               |



[Apply here before 07.08.2024](#)

**WE ARE LOOKING FORWARD TO HOSTING YOU IN GERMANY!**

