

Don't ESC from game. Seminar in Spain. 7-14 September 2018

Don't ESC from game

Seminar in Spain

BASIC INFORMATION

- Contact person: Oihane Amoedo
- Contact email: kaebnaierasmusplus@gmail.com
- Organisation: [KAEBNAI](#)
- Topic: Gamification in Non-formal Education. European Year of Cultural Heritage 2018
- Place and dates
 - **Location: Errenteria and Donostia-San Sebastián (Gipuzkoa), Spain**
 - **Start: 07/09/2018 (arrival day)**
 - **End: 14/09/2018 (departure day)**

PROJECT DESCRIPTION AND OBJECTIVES

"Don't ESC from game" aims to be a seminar to exchange good practices and experiences, highlighting the innovative methodology of gamification that is in trend through escapism rooms, better known as "escape rooms". It is a great potential to explore in the field of non-formal education.

In addition, we will focus on the theme of Cultural Heritage for the creation of these projects that coincides with the European Year of Cultural Heritage 2018. We have chosen to work with gamification because it is an innovative way of making learning a game and connecting it more with the mentality of young people, since it uses what interests them in a natural way. An Escape Room is a game in which a group of people has to leave a place at a certain time, solving riddles and challenges. It is a new alternative leisure experience that has been in trend for some years and that is becoming increasingly popular, especially among young people.

Therefore, in this project we want to value this very attractive tool of general interest. Its is an educational tool for all types of environments, ages and different contexts. In this case, we will apply it in the field of non-formal education and we will see its effectiveness. Participants will have the opportunity to know, reflect and become aware of the importance of these new educational

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methodologies and, on the other hand, develop their creativity by creating small projects and participate in them. In this way, they can develop different skills while working supported by the priority of Europe's cultural heritage.

For this we propose with this project, the following main objectives:

- Know and promote the use of the "gamification" methodology in the field of non-formal education as

a quality resource.

- Learn to design and create "escape rooms" as educational tools. Promote cooperative games and group work.

- Raise awareness about the importance and value of the conservation of cultural heritage.

- Develop different skills and abilities in participants such as: creativity, initiative, organization, social skills, as well as scientific and digital skills.

- Encourage and promote reflection on the development of the competences of youth workers within the ERASMUS + program.

We want to develop this project of 36 mobilities, along with 10 other countries in a seminar on good practices to be held from 7th to 14th September in Errenteria and Donostia-San Sebastián. Each partner will send 3 representatives from among their youth workers or agents related to youth, making a total of 33 participants in the seminar. To this number we must add the three local facilitators, giving a total of 36 people. We want, therefore, through non-formal methodology and the different backgrounds of the participants, to make these work days bring out the diversity of contributions and an intense and nutritious exchange between all of them. We believe that this selection of profiles is fundamental to create joint and transversal strategies that helps to value and promote non-formal education in general, and Erasmus + resources in particular, since we want to promote in the future, the design of projects within the key actions 1 and 2 within the seminar so that they can develop after it.

The impact we want to achieve starts from the participants themselves who will create "educational escape room" projects and will go through their sending organizations, their networks, and finally the societies to which they belong. Thus, we believe that participants can find a space in which to value and share their experience, design activities based on this gamification tool, and finally implement all these activities in their countries and in their organizations to deepen their way of using the non formal education in its activity and in its networks, thus building new bridges of non-formal methodology with other areas.

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Application: <https://goo.gl/forms/7hm8YPi2cfOawQq73>

Deadline: 31th July 2018

ELIGIBILITY

VERY IMPORTANT!!! To keep the conditions of Erasmus+ program fundings all the partners must guarantee: COMPLETE THE GROUP OF 3 PARTICIPANTS AND THE PARTICIPATION OF THEM IN THE WHOLE SEMINAR.

- Each organization will bring 3 participants. Please, try to respect the gender balance.

- Able to select and prepare 3 participants who are:
 - Over 18 years old and no top age limit.
 - Youthworkers (professional or volunteers)/youth leaders/ educators/teachers...
 - Or any person related with the youth field and interested to learn.
 - Or actively involved in work with groups of youngsters.
 - Able to understand and express themselves in English (and it will be appreciated a basic level of Spanish)
 - Eager to gain new skills and competences.
- Each partner organization involved in the project must gather and send the participants well aware of the topic and with some previous tasks done.
 - The language used will be English and Spanish.

- **There is NO participation fee for this project.**

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PARTICIPANTS' TASKS

So please understand that your commitment to preparing the sessions will directly impact the exchange and the quality of the seminar.

These are the things you are expected to bring/prepare:

1. Individually:

- 2 Energizers

- **Reading** of the **Scape Rooms guide** that we will send to the selected participants before the Seminar.

2. As an organization/country

Each country (or organization) will be asked to prepare and facilitate:

- Prepare a **presentation** of your **Cultural Heritage (at local, regional or national level)**. You will have maximum 15 minutes for country group and you can do it however you want (Prezi, Power Point, videos, theatre, etc...).

- **Euronight/cultural evening**: as usual in many Erasmus+ projects, we would be glad to try different delicious stuff from your countries. If you'd like to give a presentation on your country/culture, you will have maximum 15 minutes for each country group.

EXPENSES OF PARTICIPANTS

- **Travel Costs** are based on unit cost and are calculated with the distance calculator provided by the EC (http://ec.europa.eu/programmes/erasmus-plus/tools/distance_en.htm). Please provide your organisation departure city so we can calculate the amount. We will try to balance the grant received, with all the real costs of all participants' travel expenses, in order to make that every participant pays a fair amount of co-financing;

- **Subsistence, accommodation and other expenses** related with the participation in the seminar are **100% covered** by the EC grant during the training period.

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CALENDAR

Each organisation (and participant) involved in the project is expected to take full responsibility as a partner in all the stages of the project. These include:

- respecting the deadlines for each phase
- selecting the participants according to the eligibility requirements previously described
- making the travel arrangements according to the dates of the programme and upon approval of the host organisation
- to prepare different contents and activities for the seminar in advance

Phases and Deadlines

	Phase	Deadline
1.	Application and selection of participants	Tuesday, <u>31th July 2018</u> at 12:00 CET
2.	Travel arrangements	From <u>1 to 15th August</u> 2018 at 12:00 CET
3.	Submission of forms for different sessions	From <u>16th August to 6st September 2018</u> at 12:00 CET

VENUE

Belabaratz Youth Hostel, Errenteria, Spain

This traditional Basque house located in Errenteria (by Donostia-San Sebastián) will be our home for the time of the seminar. Apart from being fully equipped to work inside, we will hopefully be able to enjoy the different areas surrounding the house.

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WHAT TO BRING WITH YOU

DO NOT FORGET TO BRING ALONG!

- Your Passport / ID
- Your European Health Card (the old E-111), if applicable.
- Some typical (tinned) dish / wine / cheese / sweet from your country or region for the Euronight.
- Towels.
- If you're taking any medicines, DON'T FORGET THEM. It might also be useful to bring a prescription for those medicines along.
- The materials you may need for the sessions you are responsible for.
- A laptop, tablet... if available. (1/country is enough)

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TRAVELS

There are several airports in the area and they are all connected to the city of Donostia-San Sebastián by bus.

Bilbao is the biggest airport and usually the one with the cheapest connections. There are direct buses from there to Donostia-San Sebastián-Errenteria.

Donostia-San Sebastián also has its own airport but you can only reach there via Madrid or Barcelona (there may be some flights from London during summer months)

Biarritz, located in France, is a quite small airport but could also be an option as Ryanair operates there.

Once you are in Donostia-San Sebastián, you have several options to reach Errenteria as it is very close by.

TRAVEL EXPENSES PER PARTICIPANT

Partner	Country	Number of pax	Travel costs per person
JUGEND, BILDUNG UND KULTUR EV	Germany	3	275€
Association Focus-European center for development	Bulgaria	3	360€
Udruga gluhih i nagluhih Nova Gradiska	Croatia	3	275€
Javni zavod za kulturo, mladino in sport Litija	Slovenia	3	275€
UNITED SOCIETIES OF BALKANS ASTIKI ETAIREIA	Greece	3	360€
COMUNE DI TORINO	Italy	3	275€
Jaunuoliu dienos centras	Lithuania	3	360€
STOWARZYSZENIE MOJE MARZENIA SPELNIAJA SIE	Poland	3	275€
Associação Spin para o Intercâmbio, Formação e Cooperação entre os Povos	Portugal	3	275€
ASOCIATIA ORGANIZATIA TINERILOR CU INITIATIVA FILIALA ARAD	Romania	3	275€

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REIMBURSEMENTS

The reimbursement of the travel expenses is subject to submission of travel forms and original travel documents and the fulfillment of all the participation requirements. The maximum reimbursable amounts for each have been calculated according to the Distance Calculator of the European Commission.

The **documents** you will need to provide us with include:

- Original boarding passes
- Invoices
- ALL return tickets (sent by postal mail upon return to your country)

No photos or electronic versions of travel documents will be accepted.

The **participation conditions** you are expected to fulfill are:

Attendance:

- Mind that you cannot arrive after the project programme starting time and departure earlier than project departure time.
- Your travel expenses will be reimbursed only in case you participate in all activities of the programme.

Travel arrangements:

- Make sure you have the hosting organisation's approval for your travel proposal before buying the tickets.

Formal requirements:

- Fill in the travel form **properly** and contact organizers if there are any concerns.
- Complete the evaluation form in the Mobility Tool upon return to your country.

The reimbursement will be carried out in **two stages and by bank transfer**:

1. The last day of the activity: **the 80% of the expenses** incurred into until that moment will be reimbursed upon proper filling of the travel form and submission of the required travel documents.
2. Upon return to your country: **the remaining 20% and plus travel expenses** of the back way will be reimbursed after receiving the return documents by postal mail and the online filling of the evaluation form in the Mobility Tool.

Please mind that all reimbursements without exception are paid out to your sending organisation by bank transfer. The individual transfer to personal accounts falls under their responsibility.

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You'd like to participate?

Please complete the form on the following link:

<https://goo.gl/forms/7hm8YPi2cfOawQq73>

QUESTIONS & CONTACT: kaebnaierasmusplus@gmail.com

Eskerrik asko! Muchas gracias! Thank you!