

Key Action: Learning Mobility of Individuals
Action Type: Youth mobility

Project Title

Keep It Interactive! Foster The Engagement!

Project Coordinator

Organisation M.Y.CULTURE
Address Via Provinciale Pavigliana n°10 , 89133 Reggio Calabria , Calabria , IT

Project Information

Identifier 2020-1-IT03-KA105-018010
Start Date May 1, 2020
End Date Dec 31, 2022
EC Contribution 14,605 EUR
Partners VšĮ „Jaunimo Ambasadoriai“ (LT) , BITISI (GE) , Asociación Juvenil "Jarrón Club" (ES) , SALT GENCLIK DERNEGI (TR) , Mediterranean Youth Foundation for Development (EG)
Topics Youth (Participation, Youth Work, Youth Policy) ; New innovative curricula/educational methods/development of training courses

Project Summary

Objectives

Our main objectives comes from the need that we identified in the society. As we have attended different events/ presentations/ sessions, our conclusion was that participants lose their attention and productivity when they are not mind and their bodies are not physically engaged to the situation. Based on our research we created a project which aims to share knowledge about gamification and game-based learning in order to solve the above-mentioned issue. In this respect, our main passion is to involve more and less experienced organizations and create an environment where partners will be able to share their expertise and educate participants in order to enable them with the skills in gamifying situations. Our participants are getting empowered and become multipliers of the competencies. With them our objective is to create local activities and spread the knowledge to local organizations, volunteers, activists and other stakeholders.

Moreover, while brushing our competencies in gamification and game-based learning, we are aiming to have participants with fewer opportunities fully included and foster the sense of tolerance which expects to have an outcome as promoting EU values.

Activities

Activities: We divide them into 3 parts: preparation, mobility abroad and dissemination.

Preparation - the aim is to organize a pre-departure training where participants get general information about Erasmus + and youth exchanges by group leaders, get familiar with the infopack of "Keep It Interactive! Foster The Engagement!", prepare intercultural evening activities and get ready for the mobilities. Here we are gonna take care of documentation and visa issues. Then group leaders have online meetings - aiming is to get to know each other, improve the programme of the project, delegate roles and optimize the quality of cooperation.

Mobility abroad - when all the participants get together in order to share knowledge and competencies to explore the topic in detail. Here, young people will get to know gamification and game-based learning, their usage and advantages. Participants will interact with local community and test their skills with them. Participants are involved in simulations, learning-by-doing activities, games, treasure hunting, different outdoor activities but they must try to initiate their own ideas and add their own experiences to the project. They explore the concepts of "Keep It Interactive! Foster The Engagement!" and then work on dissemination activities - the projects they need to subsequently organize in their countries. Participants will explore technologies which can be used to make the learning environment more fun, engaging and modern.

During the dissemination our main activities by countries are: Youth Organizations' Forum (Georgia), Social media campaign and a local event (Lithuania), promotional videos (Morocco), local workshop (Spain), workshop for local volunteers (Turkey) and press/ TV briefings (Italy).

There will be a total of 36 participants from 6 different countries including group leaders and facilitators. Participants will be comprised of young leaders and volunteers with an intermediate level of English and a strong will/ motivation to explore gaming. Their motivation will be checked by partner organizations during the interview stage and supported during the whole duration of our project. We do not have special requirements for participants - we only want them to be active, passionate and ready to improve skills and be useful for society.

The only prerequisite we will set is to ensure gender balance, which will be considered during the selection process. We provide opportunities for those with fewer opportunities too. During this project, we will target participants with economic and social obstacles from Georgia and Morocco. In total, there will be 6 young people coming from backgrounds with fewer opportunities. We would like to help them develop their capabilities and integrate with others. They will be supported by partners to have all documents ready and to get a visa (for Moroccans and Turkish), insurance and invitation letters. We are looking forward to having them involved in all the activities we plan.

Impact

Our expected impact is going to be at different points on different stakeholders. At first, participants are getting familiar with the methodology of gamification and game-based learning. They improve their skills, knowledge, attitudes, become competenced and get enabled to be a multiplier - to share the knowledge with their local communities back in their countries. Participants open their minds, see the new world of people from different countries, share cultures and traditions and become more tolerant - as an outcome - more familiar with EU values. Youth with fewer opportunities feel included because gamification and game-based learning provokes the sense of active participation for everybody mentally as well as physically.

Partners are getting impacted at different levels. On one side, Italian, Georgian, Moroccan, Lithuanian, Turkish and Spanish organizations are sharing their diverse experience regarding the topic. On the other side, they are getting familiar with new methods introduced by others. By discussing simulations, learning by doing method, including gamification elements such as feedback, competitions, badges, partners become more expertized and empowered to spread a value in a better way in the future. What's more, participants are getting interested with the methodology and they can continue working with it under the help of the partner organizations.

Link to project card: [Show project card](#)