Ref. Ares(2023)3019737 - 28/04/2023

EVENT DESCRIPTION SHEET

(To be filled in and uploaded as deliverable in the Portal Grant Management System, at the due date foreseen in the system.

Please provide one sheet per event (one event = one workpackage = one lump sum).)

PROJECT	
Participant:	[1] - [VAZMOZHNOSTI BEZ GRANITSI] ([IOA])
PIC number:	[948503152]
Project name and acronym:	[A Game to Remember: Gamifying Holocaust Remembrance] — [GREM]

EVENT DESCRIPTION	
Event number:	[1]
Event name:	[Launching Event of the project]
Type:	[Workshop/Presentation about the project]
In situ/online:	*[*in-situ*]*
Location:	(in chronological order of implementing the Launching Eents) [Lithuania], [Šiauliai], [Vilnius], [Darbėnai] [Bulgaria], [Sofia] [Germany], [Oberhausen], [Freiburg] [Hungary], [Kiscsősz] [Spain], [Tortosa]
Date(s):	[03.02.2023], [16.02.2023], [31.03.2023] [18.02.2023], [25.03.2023] [25.02.2023], [27.02.2023] [03.03.2023] [27.03.2023]
Website(s) (if any):	
Participants	
Female:	161
Male:	109
Non-binary:	2
From country 1 [Bulgaria]:	79
From country 2 [Lithuania]:	53
From country 3 [Spain]:	24
From country 4 [Germany]:	65
From country 5 [Hungary}:	51

Total number of participants:	272	From total number of countries:	5

Description

Provide a short description of the event and its activities.

Each partner organized an event that suits their local reality best and used it to present the project, its objectives, the consortium and activities to the participants in the event. Some partners organized more than one activity with different groups as their Launching Event.

Duration of the event: 2-4 hours each

Description of the event and its activities: Each of the Launching Events implemented by the consortium consisted of a detailed presentation on the GREM project and its objectives. The method of Gamification, which the project is based on, was also demonstrated to the participants so that they get a better idea of its benefits and could directly implement it in their own youth/social work. The next steps and upcoming opportunities to join the project were also discussed with everyone.

Target groups: The target group for these activities were key stakeholders and people from the project's target groups (teachers, educators, social/youth workers), business and social partners, NGO partners and representatives, students and young people.

HISTORY OF CHANGES		
VERSION	PUBLICATION DATE	CHANGE
1.0	01.04.2022	Initial version (new MFF).