Ref. Ares(2024)3028312 - 25/04/2024

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:	[3]		
Event name:	[Validation of the research]		
Type:	[Workshop/Focus Group]		
In situ/online:	*[*in-situ*]*		
Location:	[Spain], [Vic] [Bulgaria], [Sofia] [Germany], [Berlin] [Lithuania], [Kaunas] [Hungary], [Budapest]		
Date(s):	[15.06.2023] [17.06.2023] [21.06.2023] [05.07.2023] [25.07.2023]		
Website(s) (if any):			
Participants			
Female:	75		
Male:	52		
Non-binary:	0		
From country 1 [Spain]:	24		
From country 2 [Bulgaria]:	27		
From country 3 [Germany]:	28		
From country 4 [Lithuania]:	23		
From country 5 [Hungary]:	25		
Total number of participants:	127	From total number of countries:	5

Description

Provide a short description of the event and its activities.

Each partner organization held a short event that suits their specific topic and local historical background within the project. The consortium used the opportunity to present the project in details to the interested communities and participants as well as to showcase the collection of actual survivor stories from their own totalitarian regime experience for validation.

Duration of the event: 2-4 hours each

Description of the event and its activities:

The third event was a validation of the previously collected stories with different participants in each of the partner countries. The testimonials gathered by each partner were presented to some broader public and key stakeholders to validate and reconfirm them. The workshop aimed to showcase the collected stories from the Holocaust or other Totalitarian regimes as a follow-up of the research and focus groups, conducted previously among survivors own family stories or those of their relatives.

During the event the participants together with the facilitators had discussions regarding the storylines. Some partners (JGMF, LZB) even managed to test the reception of the story with a control group by sharing the main plan and the detailed idea behind the story.

The event was also used to gather additional physical materials to support the realistic side of the proposed story such as photos from the participants' own family albums, archive letters or old objects that were kept from those years.

The following stages of the project we also discussed with the control group participants as well as the whole gamification process within GREM. The partners successfully validated the stories and provided details on their implementation as part of the educational games. A lot of the participants working in education demonstrated interest in the next stages of the project so the event also served as a promotion of the upcoming Training Course on Gamification in GREM.

The target groups of this event were primarily Holocaust survivors and their relatives, community leaders (including Roma and Jewish), people with Holocaust-related stories, NGO representatives, educators, teachers in secondary education (history, philosophy, civic education, ethics and religion), youth workers.

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