Ref. Ares(2024)3028314 - 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:	[4]		
Event name:	[Training for participating organizations]		
Type:	[Residential Training Course]		
In situ/online:	*[*in-situ*]*		
Location:	[Bulgaria], [Varna]		
Date(s):	[26 – 30.10.2023]		
Website(s) (if any):			
Participants			
Female:	14		
Male:	11		
Non-binary:	0		
From country 1 [Bulgaria]:	6		
From country 2 [Lithuania]:	4		
From country 3 [Spain]:	5		
From country 4 [Germany]:	5		
From country 5 [Hungary}:	5		
Total number of participants:	25	From total number of countries:	5
Description *Provide a short description of the event and its activities.*			
In this event the partner organizations sent their representatives to Varna, Bulgaria, for a training on how to develop and facilitate an educational detective game. Experts in gamification from IOA and			

JGMF delivered this training course for staff members and volunteers form the participating organizations that will later create and implement the games.

Duration of the event: 5 full training days

Description of the event: Together the above experts conducted a training course with a full 5-day program, specifically constructed in such way to allow the participants a deep dive into the process of Gamification by demonstrating live several such already developed historical detective games. All participants were able to experience the edutainment approach and simultaneously learn about it in details. The trainers presented the game development roadmap as well as various theoretical frames in order to provide a full learning experience for all.

In the beginning of the training course we drew a common understanding on totalitarism to unite the different perspectives each partner country had with their own historical background regarding the Holocaust and Totalitarian regimes. Each country team presented their slides which lead to a discussion, framing some common characteristics of totalitarian regimes.

As the training course progressed, the participants had the opportunity to develop their own mini games starting from the social issue to be represented in the context of the group's totalitarian regime experience, and proceeding with the vulnerable groups, the various aspects and accents of the social issues; the character development – character profiles, personal details and specifics, the background; the types of gamification, the methods and tools – presentation and specifics to choose from; all the way to building the game script – developing the journey and the map of scenes – sequence and connection.

During this training course the participants were also able to learn about different methods, including circus pedagogy and dramaturgy and their use in education. They experienced the different kinds of clues, available in detective gamification, such as: logical, linguistic, physical, etc. The trainers also presented the gamification methodology and combined it with small demonstrations for better understanding of each part. This way the participants learnt step-by-step about the various components of detective games in an accessible way in order to bring the knowledge and skills from the training course back to their organizations and build their final games within the project.

Target groups: Representatives of the partner organizations, volunteers, educators, youth workers, social workers, related to the organizations, teachers.

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