Ref. Ares(2025)1639168 - 01/03/2025

EVENT DESCRIPTION SHEET

EVENT DESCRIPTION			
Event name:	Development and Rehearsal of Detective Games		
Event type:	Mutual Learning and Awareness Rasising		
In situ/online:	Physical event		
Location (city, country):	Spain – Barcelona/Teia, Comaruga/Tarragona Bulgaria – Lozen, Sofia Germany - Berlin Lithuania - Vilnius, Kaunus Hungary - Budapest		
Date(s):	28.02. / 02.03. / 21.03 04.04. / 19.05. / 30.06. 16.05. / 27.05. 01.02. / 25.04. / 26.04. 12.12.2023 / 23.01./ 25.01./ 27.02./ 05.03./ 06.03./09.03. / 19.03.2024		
Website(s) (if any):			
Participants (numbers)			
Female:	183		
Male:	132		
Non-binary:			
From country 1 [Spain]:	52		
From country 2 [Bulgaria]:	61		
From country 3 [Germany]:	62		
From country 4 [Lithuania]:	80		
From country 5 [Hungary]:	60		
Total number of participants:	315	Total from country:	5

Description

Provide a short description of the event and its activities.

The development of a Holocaust/totalitarian regimes remembrance educational game in the 5 partner countries involved several stages: research, intro sessions with test players, actual test games and follow-up discussions to collect feedback and impressions.

After the physical train-the-trainer event in Varna, Bulgaria, each team of educators and teachers created a draft scenario, which was validated and further refined with game expert input. Partners did further historical research, including accessed archives, attended museum tours and held discussions with local communities, families of survivors and

educators whose input helped enhance the games' content. In each partner country the game under development was tested with students, history teachers and educators, groups of international youth workers, human rights activists, and non-formal education practitioners working in the domain of youth work and engaging with young people outside of school settings.

In Spain the rehearsals were done in two groups, each of them developing two axes of the game. The first group developed axes related to the work camp and its manager, while the second group developed the two axes related to the camp prisoners (diversity and survival stories). During this test, AHEAD team observed that the different axes were completed without much difficulty and with relatively similar times. In some cases, guidance from the activity coordinator was needed.

In Germany the first rehearsal took place on May 16th, at Roma Resistance Day, with a group of international youth workers from Serbia, North Macedonia, and Germany. The developers presented the game concept, and the game was played as it was originally produced. After the game, there was an evaluation and feedback session. During this session, the resources and historical parts that would be included in the game were discussed.

In Bulgaria IOA did a series of rehearsals with youth workers attending Erasmus + professional development activities addressing human rights education as well as with students from Sofia University enrolled in history/philosophy teaching degrees as part of their practical teaching assignments and preparations. The rehearsals focused on testing the clue lines and major game plot as well as testing different gamified tools, the time that takes to solve riddles/puzzles, the credibility of the flow and the main conclusions at the final stage of game play.

In Hungary the rehearsals were held at the Jewish Historical Museum and incorporated apart from the game play a guided tour in the Jewish museum and insights into special stories about how Jewish people lived in the area in those days. During the rehearsals the local test players had an opportunity to experience the plot but also got engaged in discussions on necessary improvements, changes and details that could potentially raise questions among the participants.

In Lithuania the approach was similar to Hungary where participants had the chance to visit the Jewish museum and get inspired into the topic by the lectures, followed by a test play organized for students from Naujamiescio school and Kaunas at Kauno Juozo Grušo Meno Gimnazija. Participants played the game as initially developed, followed by an evaluation session. Both the developers and the participants concentrated on the technical aspects of the game, such as the materials required, the number of people for whom the game is appropriate, hints, and so on. The ideas generated from these discussions were later incorporated into the game.

During the rehearsals the games' concept evolved to include real-life stories and historical accuracy, with multiple international rehearsals focusing on refining both its content and technical aspects. For example, Amaro Drom introduced elements of the story of family member of prof. Hristo Kyuchukov next to the original story line of Zilli Schmidt, a German Sinti Holocaust survivor while in IOA added fictional elements to the story line of Adela Levi to match historical facts and game components into the final plot. The game to be piloted was developed in Catalan, Lithuanian, German, Bulgarian and Hungarian languages with plans for translation into English for future use, especially in mixed events with other European programs like Erasmus + and European Solidarity Corps.