Ref. Ares(2025)1639490 - 01/03/2025

EVENT DESCRIPTION SHEET

EVENT DESCRIPTION			
Event name:	Closing event		
Event type:	Awareness raising		
In situ/online:	Physical event		
Location (city, country):	Spain – La Busbal, Barcelona Bulgaria – Sofia Germany – Oberhausen Lithuania – Palanga, Vilnius, Alytus Hungary – Budapest		
Date(s):	16.12. / 20.12.2024 02.11.2024 08.12.2024 15.11.2024 28.12.2024		
Website(s) (if any):			
Participants (numbers)			
Female:	155		
Male:	140		
Non-binary:			
From country 1 [Spain]:	52		
From country 2 [Bulgaria]:	81		
From country 3 [Germany]:	52		
From country 4 [Lithuania]:	60		
From country 5 [Hungary]:	50		
Total number of participants :	295	Total from country:	5

Description

Provide a short description of the event and its activities.

The final phase of project GREM featured a variety of activities aimed at sharing key achievements and ensuring broad outreach. These included informative sessions that provided an overview of the project's accomplishments as well as dissemination efforts to engage a diverse audience outside the communities directly involved in the project implementation. The target groups included students, parents, youth workers, teachers, educators in both formal and non-formal education sectors, game creators, and members of the Jewish and Roma communities. Additionally, the events were organized

with the aim of encouraging teachers/educators to integrate the gamification method into their regular curricula, enhancing the project's impact after the ending of the project.

While some older members of the audience expressed expected scepticism about the method's relevance to the topic, the project and the game overall received positive feedback from both civil society members and young people. This was particularly evident at the Amaro Drom's event, which took place in Oberhausen, Germany.

The project outcomes and especially the game, received positive feedback as well in the Spanish partner organization, AHEAD during their closing event held in Barcelona. Participant expressed interest in other partner projects on totalitarian regimes and remembrance activities, and explored how the methodology could be applied to human rights education and global justice. The event continued with encouragement for continued engagement and development of similar projects related to civil war, dictatorship, and transitions in Spain.

The Bulgarian closing event benefited of co-hosting the GREM activity within a large-scale public event for game fans and people working on game development in the broadest possible sense. It was part of the agenda of Game Dev Day v.2, gathering 350+ people who consider themselves game fans, or who professionally do game illustrations, software coding, audio, board games and e-games development. Game Dev Day v.2 featured a dynamic dual-track program on game engineering and gamification in education. Thanks to GREM it managed to attract a new community – the event gathered the interest of school teachers and educators, not necessarily using games in their classes. A key highlight of the event was the presentation on the integration of gamification, sparkling an insightful discussion on the application of game-based methodologies and the positive impact of the non-formal education on effective learning processes. The captivating detective game was used as a live demonstration, fully engaging the participants. They were not only enthusiastic about the main topic, but also eager to the possibility of recreating these activities with other groups or in in history classes at their own schools. IOA had an additional special session dedicated to gamification of Remembrance with the participation of JGMF team, delivered in English with simultaneous translation where participants learned more about project GREM but also had the chance to test play the HU version of the game, too.

The closing event for JGMF was held during Hanukkah, when the organization gathered to review the year's achievements, particularly the implementation of the GREM project. Agnes Simor, the project coordinator, shared details about the project's partners, the objectives, and the results. The event highlighted the research on the Holocaust, particularly the work of Kata Fris, who contributed as a tour leader and historical expert. The discussion also covered the importance of Holocaust survivor's oral histories and the project's sustainability. After presenting the results, attendees engaged in a conversation about the game, with some offering new opportunities for school involvement or collaboration with other NGOs. The event concluded with ceremony, proving a meaningful opportunity for community members to discuss cultural and educational topics.

The closing event in Lithuania brought together around 60 participants, including educators, youth workers and young people from various backgrounds, such as Roma community and Holocaust education experts. The event began with presentations on JCL's Holocaust education initiatives, featuring the launch of the detective game, which the participants tested and provided feedback on. In the afternoon, a workshop on Jewish traditions offered deeper insights into Jewish culture and history. The event concluded with a communal challah-backing activity, promoting cultural exchange and strengthening connections among participants.