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TC "Game to Remember" – Script for facilitators

Varna, BULGARIA

	Day 1, **26th October**
9:00-10:30	**Get to know each other** • Official Opening of the training • Presentation of trainers and organizers • Initial presentation of participants • A series of games for icebreaking the atmosphere and let participants get each other better as individuals
11:00-12:30	**What bring us here** • Presentation of the project Game to remember and the training as an integral part of the project – before, during and after the training. Reality check with participants how aware they are with their role • Detailed presentation of the training program session by session • Presentation of experience and motivation by national groups • Collection of expectations for the training program
14:00-15:30	**United by totalitarian background** • Drawing a common understanding on totalitarism – a body sculpture game followed by a short discussion to frame some common characteristics of totalitarian regimes • Country presentations – 20 min. presentation per country based on preliminary given task to explain their totalitarian background through three questions: "What is your totalitarian regime experience – organize an interactive brief history lesson to the rest of participants? How this lesson start to be forgotten in your community – what is the distortion of facts happening currently? What needs to be remembered that starts to be or is already forgotten in new generations?"
16:00-17:30	**Learning from others' experience** • A World Café – based on the presentations from the previous session, extracting from the groups elements of historical lessons from totalitarian regimes and where is the role of education: "Which are the most obvious characteristics of totalitarian regimes? What types of social and human rights problems do totalitarian regimes provoke? Beside time, what else provokes distortion of facts when remembering totalitarism? What types of remembrance projects do we need in Europe nowadays? Group work topic by topic followed by discussion

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	• Forming and first gathering of reflection groups – the last half an hour of each training day will be dedicated to learning reflection that will be organized in fixed reflection groups. During this first day the reflection groups will be formed representing participants from all countries and the first reflection process will be held
20:30	**Detective Games Evening** • The Jewish Game by Agnes
	Day 2, **27th October**
9:00-10:30	**Educating to remember the unexperienced** • Playful morning • A brief overview of remembrance education • Expert Input: presentation of Infinite Opportunities Association – human rights, non-formal education & games: a portfolio of projects and how they play with remembering what haven't been personally experienced (Stef) • Expert input: circus pedagogy and dramaturgy in the education – an overview of the experience of Agnes and portfolio of the social games in her background (Agnes) • Q & A
11:00-12:30	**Edutainment: storytelling, gamification & dramaturgy** • The power of a story and playing – presenting the effect of storytelling and games through educational activities (Nora) • Gamification & Dramaturgy – presenting the methodology and combining it with small demonstrations for better understanding (Agnes) • Group discussion on the question Why it works so well?
14:00-15:30	**Let's play: learning by doing** • A demonstration of a game/s by Agnes to involve all participants (even if not related to the topic) so that people can experience, have a better understanding on the methodology and get inspired • A discussion on the power of gamification and outlining key effects
16:00-17:30	**Framing detective game development & roadmap** • Presenting the roadmap of the game development process – participants will have to develop a game session (20 min. maximum playing) that will have to be prepared based on the following elements: social issue to be represented in the context of group's totalitarian regime experience, vulnerable groups, aspects and accent of the social issues; character development – character profiles, personal details and specifics, background;

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	types of gamification, methods and tools – presentation and specifics to choose from; building the game script – developing the journey, map of scenes – sequence and connection. DOs and DONTs by Agnes • Group work – choosing a general topic per group to be developed withing the following days. Consultation with trainers • Reflection groups
20:30	**Detective Games Evening** • The Nazi game by IOA
	Day 3, **28th October**
9:00-10:30	**Experiential Lab: The Social Issue** Participants are separated in national groups and within the next sessions will work on different aspects of the game development with a final goal to have a 20 min. game session (not a full game but a part of it – a beginning, a specific phase). At the beginning of each session they will be given a focus, questions to follow and tools/framework to develop the specific element of the game. During their work, they will have support by trainer and especially by Agnes as a key expert on how to approach the game development. In this first experiential session they have to focus specifying the social issue to be targeted by their game in the context of their totalitarian regime experience. • **Vulnerable groups** - What type of vulnerability or marginalization is visible in this exact group of people? How have they been affected by the totalitarian regime in you country? • **Aspects of the game** - In which moments of the game do we want to address the vulnerability of the mentioned above group? Are we doing this in a respectful way? Is there stereotyping or profiling within the game which may end up disrespectful or too sugarcoated in reality? • **Analysis** - How do we guide the participants to reflect from experience to internal dialogue based on those experiences? • **Accent** - Where is the key accent in our game? What peak moments and experiences are there and do they have transformative power in relation with our target group? Checking groups during and by the end of the session on completion of the phase so that they can go with the next one.
11:00-12:30	**Experiential Lab: Character Development** • **Character files** - Creating a character which is believable for the group is crucial for the game and its impact later on. Story-telling through a character is one of th emost efficient ways to impact a person' s understanding of a social issue • **Personal details** - What personal details do we have in each character that "make sense"? How do we not focus on unnecessary details and how not to forget important key characteristics? • **Background of the character** – The origin story of each hero or villain is the explanation of "why are they like that" in most Marvel and DC movies. In the background story of our character we need to plant exactly the right amount of humanity, facts and experiences. What would you need from this character to believe they exist?

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	• **Character specifics** – What makes our character shine out in the crowd? Why are they different then other people from their community? How are they similar with other people from their community? What background- story-events have shaped our character and are visible flows/strengths from the outside? • **Values, strengths and weaknesse**s - What lies beneath the surface of our character development? How are they strong, how are they weak, what do they believe in? Why?
14:00-15:30	**Experiential Lab: The Script** • **Script of play** - Describe the journey scene by scene and plan each step of the "way" and all the "checkpoints" our group needs to move past in order to finish the game. Why is the script looking like this? Can we make it more interesting? Is it too complicated? Will it be clear for all team organizers and can it be tracked in real-life? • **Map of scenes** - Which scene order makes scenes the most? Why? What do we need in each scene and why? Is there a "must" in each scene we can not move further without? • **Sequence and connection of scenes-** What is the thin red thread that makes the link between all scenes? How do we make sure we have that in each scene? • **Detailed description outline** - Each scene requires a detailed explanation for the people who will be organizing it, that must consist of each scene goal, description of surroundings, challenges on the spot, keys, etc.
16:00-17:30	Free time in city
	Day 4, **29th October**
9:00-10:30	**Experiential Lab: Methods & Tools** • **Methods and tools -** What are the educational functions of the methods and tools we have chosen? How do these methods correlate with the game goal and the participants' needs? Have we chosen the "right" amount and combination of tools. For example, too many puzzles in a short amount of time will not spike curiosity, but bore the group, too many group discussions activities will leave shy participants behind, etc. The "right" combination of methods and tools requires a good understanding of non-formal education, groop dynamics and experiential learning. "Too many fun games" will not bring awareness unless the games and activities are carefully planned in order to build upon results of the previous one.
11:00-12:30	**Experiential Lab: Wrapping Up & Fine-tuning** • Final checking in with the different groups and their process. Final recommendations for improvement and finalizing of elements in their integrity. Fine-tuning and finalizing of game demos by each groups. Preparing for demonstrations after lunch break
14:00-15:30	**Testing the game demos** • Group 1 – testing their game demo session, feedback from trainers and other groups • Group 2 – testing their game demo session, feedback from trainers and other groups

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16:00-17:30	**Testing the game demos** • Group 3 – testing their game demo session, feedback from trainers and other groups • Reflection groups
	Day 5, **30th October**
9:00-10:30	**Testing the game demos** • Group 4 – testing their game demo session, feedback from trainers and other groups • Group 5 – testing their game demo session, feedback from trainers and other groups
11:00-12:30	Feedback, Analysis & Follow-Up project activities
14:00-15:30	Reflection, Training Evaluation & Official Closing
Farewell Night	

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