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TC "Game to Remember" - Gamification methodology as an educational tool to enhance remembrance

Varna, BULGARIA

	Arrival Day, 25th October	Day 1, 26th October	Day 2, 27th October	Day 3, 28th October	Day 4, 29th October	Day 5, 30th October	Departure Day, 31st October
7:30 – 9:00		Breakfast					
9:00-10:30		Get to know each other	Educating to remember the unexperienced	Experiential Lab: The Social Issue	Experiential Lab: Methods & Tools	Testing the game demos	
10:30-11:00		Intercultural Coffee Break					
11:00-12:30		What bring us here	Edutainment: storytelling, gamification & dramaturgy	Experiential Lab: The Target Group	Experiential Lab: Wrapping Up & Fine-tuning	Feedback & Analysis	
12:30-14:00		Lunch					
14:00-15:30		United by totalitarian background	Let's play: learning by doing	Experiential Lab: The Script	Testing the game demos	Reflection & Follow-Up project activities	
15:30-16:00		Intercultural Coffee Break					
16:00-17:30		Learning from others' experience	Framing detective game development & roadmap	Free time in city	Testing the game demos	Evaluation & Closing of the training	
19:00-20:30		Dinner					
20:30		Detective Games Evening	Detective Games Evening	Free time	Free time	Farewell Night	

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