

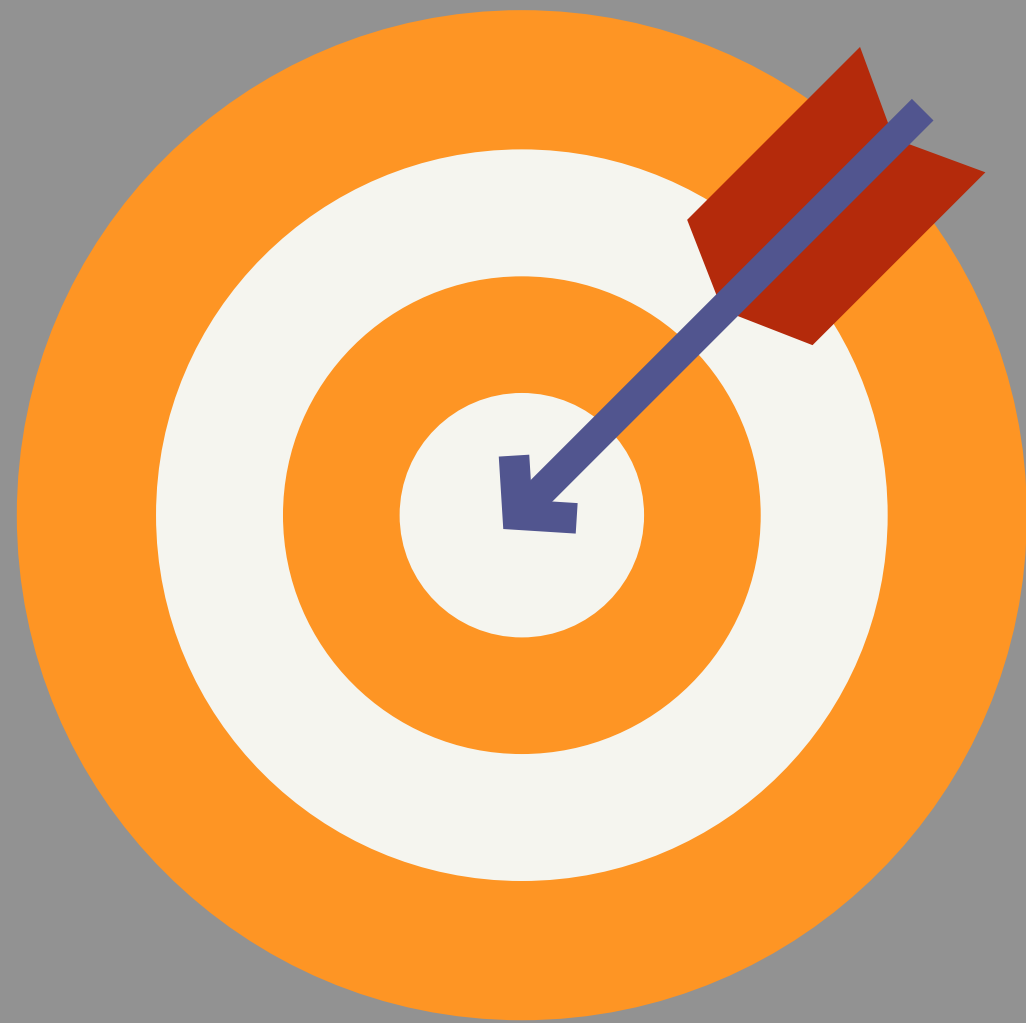
EDU PLAY

TRAINING COURSE 13-21.12.2021
(HUNGARY, NAGYBÖRZSÖNY)



SHORTLY & VISUALLY ABOUT THE PROJECT





OBJECTIVES:

- To discover specifics of games, gamification, toys, and play, their purposes, and differences
- To discuss what makes games and gamification process educational
- To increase awareness and importance of using games and gamification in the learning process
- To learn how to use games in education and how to create an educational and digital game
- To create EG for social and educational purposes.
- To create instruments for independent work on creating own EG

LONG TERM TRAINING COURSE STRUCTURE

STAGE.1 - C1 EDUPLAY: TRAINING COURSE

EduPlay: training course where participants will learn what makes a game educational, and how to make their own. Based on the Homework ideas they will start creating their own educational games. This is where games will be born! Then participants will go through the first testing and feedback and prepare prototypes for the local testing phase.

STAGE.2 - TESTING PHASE

Testing phase: One of the very important parts of the game development process is a real-life testing phase. Participants will be able to test their games with their target groups, collect feedbacks, and make improvements.

STAGE.3 - C2 EDUPLAY: EVALUATION SEMINAR

EduPlay: evaluation seminar: will gather testing results and experience of youth workers and educators, create space for sharing, analysing and deciding on the final result's layout. Will be evaluated online course use. All collected materials, experiences, and evaluations will be used in the next outcomes development stages.

PROJECT PARTNERS



cefig



CULTURE CLASH 4U

CZECH REPUBLIC



Centrum finančni gramotnosti - (4 participants)



NETHERLANDS



Culture Clash4U - (4 participants)



POLAND



Fundacja Innowacyjnej Edukacji - (4 participants)



HUNGARY



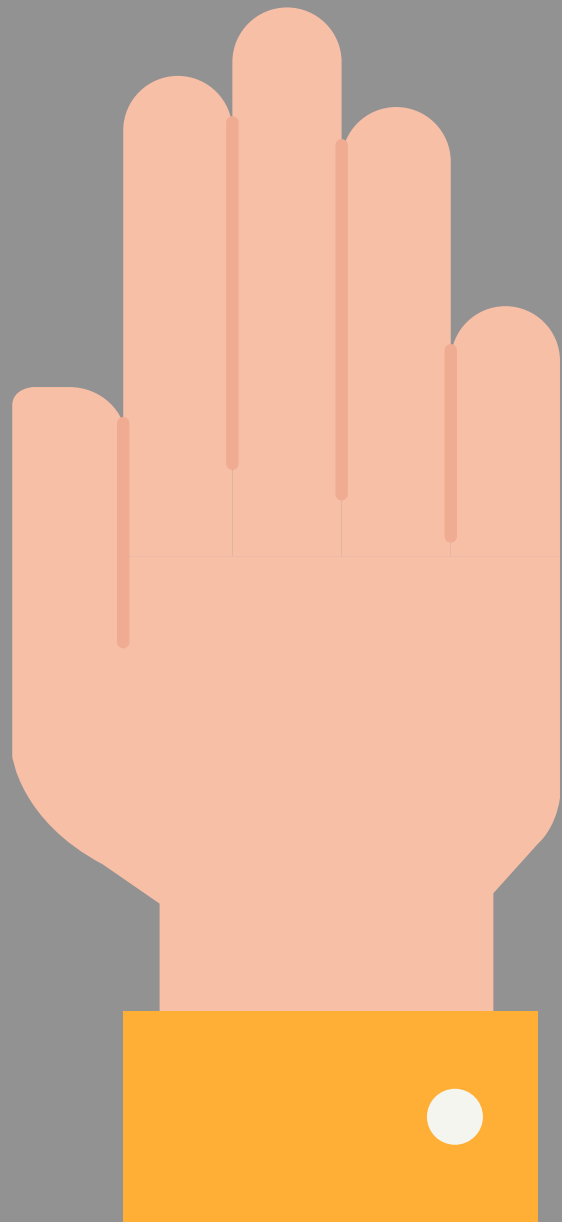
TEGYUNK EGYUTT AZ IFJUSAGERT ALAPITVANY -
(4 participants)



GERMANY



Mensch-Raum-Land e.V. - (4 participants)



PARTICIPANTS

The training course is open for educators - trainers, teachers, facilitators, youth workers, youth leaders.

PARTICIPANTS REQUIREMENTS

- fluent in English, the official language of the project
- involved in youth work or NFE activities with young people
- Participant should participate in the whole duration of the TC and in all stages of the LTTC
- interested in learning and practicing the topic of educational games development and gamification of processes.
- selected participants are in charge of organising local testing of the developed prototypes of the games.
- selected participants are in charge of dissemination and visibility activities online and offline.

PARTICIPANTS REGISTRATION FORM

<https://forms.gle/m37UnLmJk1tMeR5m9>

! Be sure to fill out the form, thank you.



PARTICIPANTS TASKS

01 Bring a Game

Please bring your favorite game.

A game you would like to share and play with others. If the game is too big please choose another favorite game that is easy to carry.

02 Game idea

Please think about the game idea you would like to develop/create through this project. It can be an educational game idea, gamification of the educational process, or just a topic in what you would like to create a game.

03 Fill out the registration form

<https://forms.gle/m37UnLmJk1tMeR5m9>

VENUE



NAME

MALOMKERT Hotel

ADDRESS

2634 Nagybörzsöny, Hunyadi tér 18.,
Hungary

MEAL

There will be breakfast, lunch and
dinner provided during your stay

SPECIAL DIET

! If there's any person with special diet/ allergies, please inform us about this (via the participation form attached above the infopack).

It is especially important for us to know about diets/ allergies/special needs in advance.

LINK

<http://www.borzsonyhotel.hu/>

ACCOMODATION

2-3 persons in one room

FINANCIAL CONDITIONS

All costs related to the programme, food
and accomodation will be covered for
participants by organisers

TRAVEL COSTS

LIMITS OF TRANSPORTATION COSTS

Czech Republic - 180

Netherlands - 275

Poland - 180

Hungary - 20

Germany - 275

*costs in euro, per person

*The travel frames can be extended to 2 days before and 2 days after the project dates. During those extra days, accommodation and food are not covered by the project costs.



REIMBURSEMENT

To be reimbursed participant has to provide all traveling documents including bus/train/flight tickets, boarding passes, invoices, bills, payments confirmations and etc. (e.g.bank transcript of payment)

The reimbursement will be done via bank transfer therefore we would kindly ask participants to have their bank details ready and with them to submit during the training course. (Name and full address of the account holder, Name and full address of the bank, IBAN, SWIFT(BIC))

TRAVEL - TRANSFER FROM BUDAPEST

Transfer from Budapest to Nagybörzsöny will be organised for participants together

**MEETING POINT:
WESTEND SHOPPING CENTER
MAIN ENTRANCE!**

Next to Budapest railway station Nyugati
Pályaudvar.
(1062 Budapest Váci út 1-3. GPs coordinate:
N 47.51409 E 19.05842)



TIME

18:00 13 of December

A group bus will take you to the Venue
MALOMKERT Hotel together with the other
participants. Departure of the group bus
from Budapest Meeting Point



TRAVEL INSTRUCTIONS

LIMITS OF TRANSPORTATION COSTS

In order to get to the Meeting Point on time, we strongly recommend you to plan your arrival to Budapest (Liszt Ferenc Airport) before 16:00

- it takes about 50 – 60 min from the airport to get the Meeting Point

*NOTE: Except illnesses, you are expected to participate fully in all activities. Unauthorized absence from activities and workshops is not permitted. If less than 90% of the program is attended, it will not be possible to be reimbursed for the travel costs.

IMPORTANT

- Missing or lost tickets will not be reimbursed
- Boarding passes for bothways of air travel are essential for reimbursement
- "Booking paper" alone is not enough (invoices are required)
- Following the guidelines of the Erasmus+ / YIAProgram and internal regulations, the travel must be released by the participants in a direct way within a maximum of 2 days. In case of long pauses or indirect routes (holiday travel), there is no reimbursement of travel costs!



COVID-19

INFORMATION ON ENTERING AND LEAVING HUNGARY

DUE TO UNSTABLE SITUATION WITH COVID- 1 9
IT'S OBLIGATORY TO HAVE A HEALTH INSURANCE
AND TRAVEL INSURANCE

WITH THE EU DIGITAL COVID CERTIFICATE

The EU Digital COVID Certificate is equivalent to the immunity certificate recognised by Hungary. Persons presenting the EU Digital COVID Certificate can enter Hungary without restrictions.

MORE DETAILS AND UPDATES

<http://www.police.hu/en/content/information-on-general-rules-of-border-crossing>

https://europa.eu/youreurope/citizens/travel/travel-and-covid/hungary/index_en.htm

WITHOUT THE EU DIGITAL COVID CERTIFICATE

Hungary adopts its own national classification of risk areas, hence travel restrictions for Hungary are not based on the common 'EU Traffic Lights' map.

GENERAL EXEMPTION CATEGORIES

Regardless of the passenger's citizenship, the restrictions do not apply to travellers:

- recovered from COVID-19 in the last 6 months from the date of entry;
- holding a Hungarian immunity certificate and their accompanying minor children (only if they travel together);
- holding an immunity certificate that is recognised by Hungary based on unilateral/bilateral agreements (see the list of these countries), and their accompanying minor children (only if they travel together);
- arriving to Hungary through land borders from Croatia, Austria, Romania, Slovakia and Slovenia, excluding the case of entry by civil aircraft;
- crossing the border in relation to freight traffic;
- crossing the border with a diplomatic passport, foreign service passport, service passport and seaman's passport;
- presenting a negative PRC result in English or in Hungarian, performed within 72 hours from the time of entry, in one of the following countries:
- EU or EU candidate states; OECD member states; NATO member states; Russia; China; United Arab Emirates; Bahrain; member states of The Cooperation Council of Turkic Speaking States.

CONTACTS



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OGANYAN**

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