



FINNISH NATIONAL
AGENCY FOR EDUCATION



Erasmus+
Enriching lives, opening minds.



DRAFT PROGRAM 2.-6.2.2026 Tampere, Finland

	MON 2th	TUE 3th	WED 4th	THU 5th	FRI 6th
	ARRIVALS	Welcome and aims	Visit to local youth gaming spaces	Morning session pt1.: Accessible gaming: examples and experiences	DEPARTURES
		<i>break</i>	<i>break</i>	<i>break</i>	
		Inclusion with games / inclusion in games: discovering the programme	Gaming and youth work – the im/possible marriage?	Games and education – guest speaker (tbc)	
		<i>lunch</i>	<i>lunch</i>	<i>lunch</i>	
		Starting points: what do we know about gaming and inclusion?	Visit to Tampere gaming museum Vapriikki	Why to take consideration policies when implementing practices	
		<i>break</i>		<i>break</i>	
	Meet & greet	Inclusion in games – guest speaker (tbc)		Harvesting learning & evaluation	
	<i>Welcome dinner</i>	<i>dinner</i>	<i>Dinner out</i>	<i>Bye-bye dinner</i>	
		Optional activity	Optional activity	Optional activity	