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NICE AI

Training Course

"NICE AI: Navigating Intercultural
Communication and Exploration with AI tools"

Abovyan, Armenia, 10-21 May 2026

TABLE OF CONTENTS

01 About the project. General information.

02 Objectives. Goals of the project.

03 Outcomes and impact. Planned results.

04 Participants. Participant profile. DOs and DON'Ts. Application form.

05 Participation.
Terms and conditions of participation.

06 Venue and accommodation.

07 Traveling. Booking tickets. Getting to the venue.

08 Financial terms and conditions. Reimbursement.
Financial contribution. Travel grant per participant.

09 Things to bring.

10 Program.

11 Trainers.

12 Contacts.



ABOUT THE PROJECT

“NICE AI: Navigating Intercultural Communication and Exploration with AI tools” is a training course about the synthesis of human cultural understanding with the power of Artificial Intelligence (AI) tools. This project seeks to cultivate intercultural competences by merging human-driven role-playing, simulation and theatrical exercises with AI-driven simulations.

Therefore, the core aim of the TC is to create a learning space, where we can efficiently explore the capacity of intergration of AI tools in role-play, simulation and theatrical activities for the purposes of intercultural learning. Particularly, we will explore, how the cultural interactions are enhanced through AI, simulating real-world cultural complexities in a controlled, replicable environment.

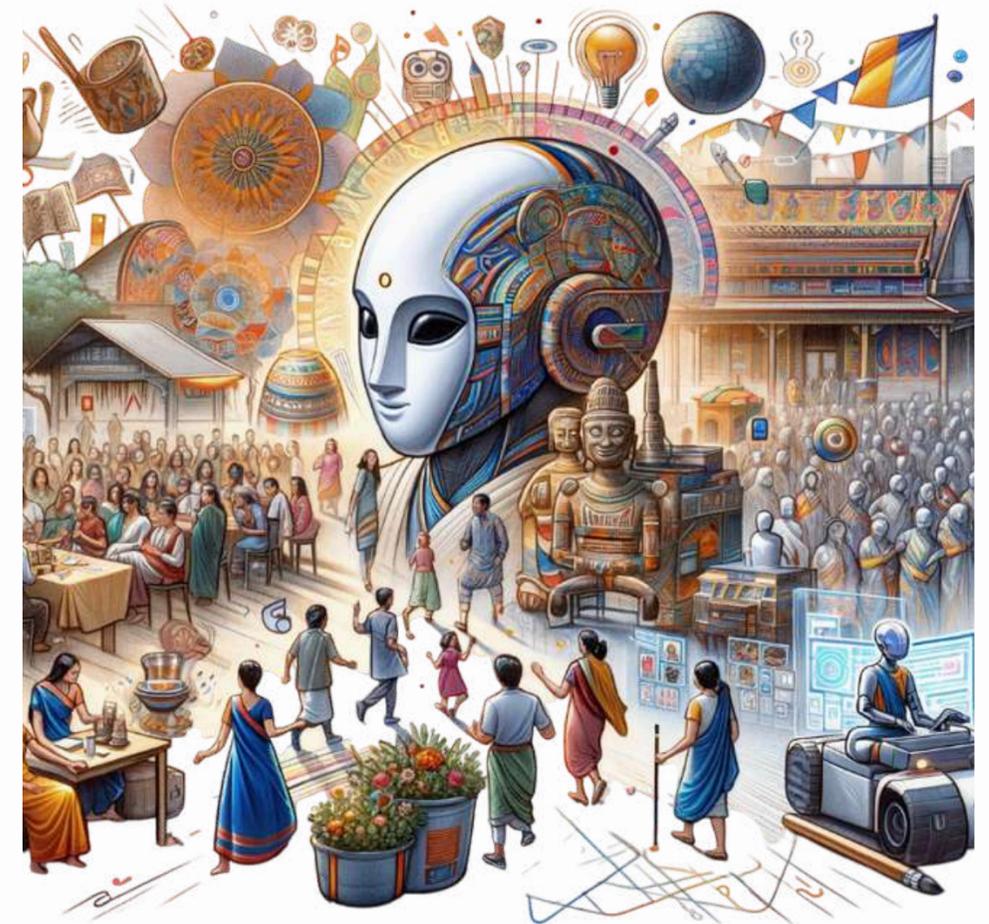
ABOUT THE PROJECT

For 10 days, 36 youth workers will deeply dive into the topic, playing, discovering and assimilating our working methods suitable for small and large groups.

With “NICE AI” we plan to:

- investigate simulation, storytelling, role-play and theatrical methods and tools along with AI tools and their applicability in intercultural learning, youth work and non-formal education;
- explore intercultural learning, development of intercultural communication, tolerance and acceptance through exploration of cultural rituals/ceremonies and folklore fairy-tales as key components of culture.

The learning by doing approach ensures many interactive activities, mostly simulations, role-plays, performances and other theatrical techniques combined with various AI tools. We will have long debrief sessions on all the elements of each method, ensuring a detailed understanding and feeling for all participants.



OBJECTIVES

1

to explore AI tools and their applicability in intercultural learning, youth work and NFE; to supply participants and participating organizations with AI tools applicable for intercultural learning;

2

to explore the key components of culture; to supply participants and participating organizations with the innovative efficient approaches, methods and tools (such as simulations, storytelling, role-plays, Improvisation Theatre, Playback Theatre and Theatre of Oppressed) to explore cultural rituals/ceremonies and folklore fairy-tales;

3

to foster a deeper understanding of human and European values, enriching participants with knowledge and respect for diverse cultural perspectives;



4

to enhance cultural interaction, expression and sensitivity;

5

to develop communication skills and key competences;

6

to build long-lasting partnerships and to enhance resource exchange;

7

to develop entrepreneurship competence, sense of initiative, project creating, writing and management skills.



OUTCOMES AND IMPACT

The training course promises to leave a lasting and positive impact on various levels, fostering learning, practical skills, and sustainable change. We believe that including innovative techniques, storytelling approaches, role-playing exercises, and theatrical methods will be beneficial for youth work aimed at exploration and improvement of intercultural learning and non-formal education.

Moreover, beyond individual participants, the training course will have a sustainable impact on the local communities. It will boost development of new projects specifically aimed at AI tools and NFE methods usage for intercultural learning within the local communities. Thus, as a practical outcome of the training course, the youth workers will create and develop their own local projects to promote efficient intercultural communication and dialogue, bridging gaps between different cultures, fostering intercultural learning, building effective communication, and exploring cultural diversity through AI tools and NFE techniques.

PARTICIPANTS

Participant profile:

- 18+ years old youth/social workers/leaders/NGO key staff;
- responsible, motivated and open to the new experience and learning opportunities;
- open-minded and flexible towards new knowledge, viewpoints and perspectives;
- with knowledge and experience in working with NFL programs (desirable, but not mandatory);
- with knowledge and experience in working with AI tools (desirable, but not mandatory);
- ready to contribute to the project implementation: share relevant knowledge and experience, organize a workshop, lead a session, etc.;
- ready to implement the project results in further work;
- with good command of English.

Keep in mind that the selection will be done strictly based on applications. The priority in the selection will be given to the participants with a relevant matching profile and constructive detailed application.

In order to sign up for this training, please, carefully fill the [application form!](#)



36 participants from 9 countries:

Armenia4 participants
Czechia4 participants
Estonia4 participants
Georgia4 participants
Moldova4 participants
Portugal4 participants
Romania4 participants
Serbia4 participants
Ukraine4 participants

PARTICIPATION

1

Full attendance and being on time at sessions is mandatory and it is a condition for reimbursing your travel costs.

2

Active involvement. We expect to have a contribution-based process, with consistent input from your experience. You are invited to share your relevant knowledge and experience in intercultural and non-formal learning, usage of AI tools, practical youth work with diverse target groups; to organize a workshop or facilitate a session on a relevant topic; to help us in organization process; etc.

3

Financial contribution. You are expected to contribute 40 EUR fee, which will be collected in cash upon your arrival. Your financial contribution will ensure the principle of co-financing of Erasmus+ Programme as well as your personal input and involvement into the project implementation.



4

During the TC, for a deeper understanding of culture, we will try out simulation, storytelling, role-play and theatrical methods and tools along with AI tools; will explore folklore fairytales and rituals/ceremonies as the key components of each culture. By the end of the project, based on your learning experience, you will create a digital booklet “AI for Intercultural Learning” and will come up with new local projects as the main visible and practical outcomes of the TC, aimed at your target groups’ and local communities’ development in intercultural learning.

PARTICIPATION



5

Dissemination and follow-up. After the training:

- each youth worker is expected to contribute to the activities on dissemination of the Erasmus+ Programme, training course and learning outcomes, writing and sharing minimum one report/post about it in his social media and/or mass media;
- each participating organization is expected to conduct minimum one local workshop to share approaches, methods and tools, explored during the training, and/or launch the implementation of the created social project, then provide pictures from the activity and report on it.

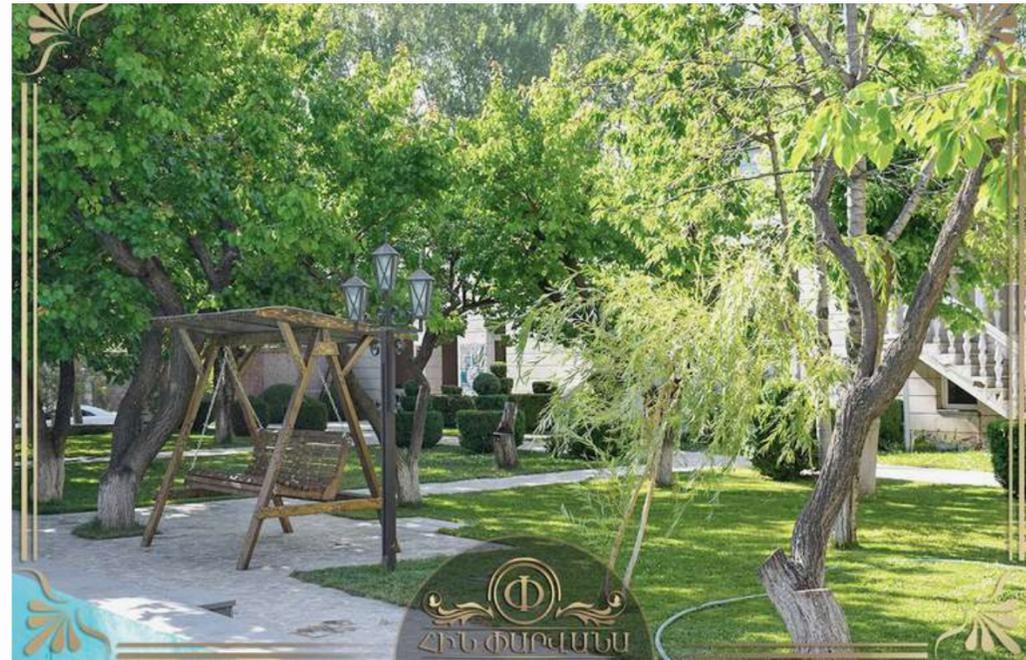
6

After the selection, you will receive the participation agreement, stating your active involvement in all the project activities during the implementation stage and active contribution during the dissemination and follow-up stages. You will have to sign, scan/photo and [upload](#) the [participation agreement](#) before the project.

Please, carefully consider everything mentioned above before taking a decision [to join](#) us on this adventure!

VENUE AND ACCOMMODATION

Venue



Abovyan.

It is a town and urban municipal community in Armenia within the Kotayk Province.

It is located 16 kilometers northeast of Yerevan and is considered to be a satellite city of the Armenian capital. Therefore, Abovyan is generally known as the "Northern gate of Yerevan".

Accommodation

During the project we will live in a [Hin Parvana](#) Hotel (check out the [location](#)). The rooms will be shared between 2-4 participants. The rooms have either twin or double beds, individual bathrooms. Bed linen and towels (one towel per person) are provided.

We will be provided with breakfast, lunch, dinner and 2 coffee breaks. The water is drinkable from the tap.



TRAVELING



10/05 – the arrival day

21/05 – the departure day

According to the rules of the Czech National Agency, you can use up to 2 additional traveling days.

Remember that it's your own responsibility to organize your stay in Armenia during additional traveling days!

You are expected to arrive/depart to/from Yerevan.

Please, do not book any tickets until you get them confirmed by us!

Otherwise, we will not be able to reimburse you!

To confirm your traveling plan, before booking it, please, send your proposal to

vkozachun@gmail.com

chernayasophia@gmail.com

with the e-mail subject

"NICE AI_Country_Name Surname"

TRAVELING

When you arrive to Yerevan:

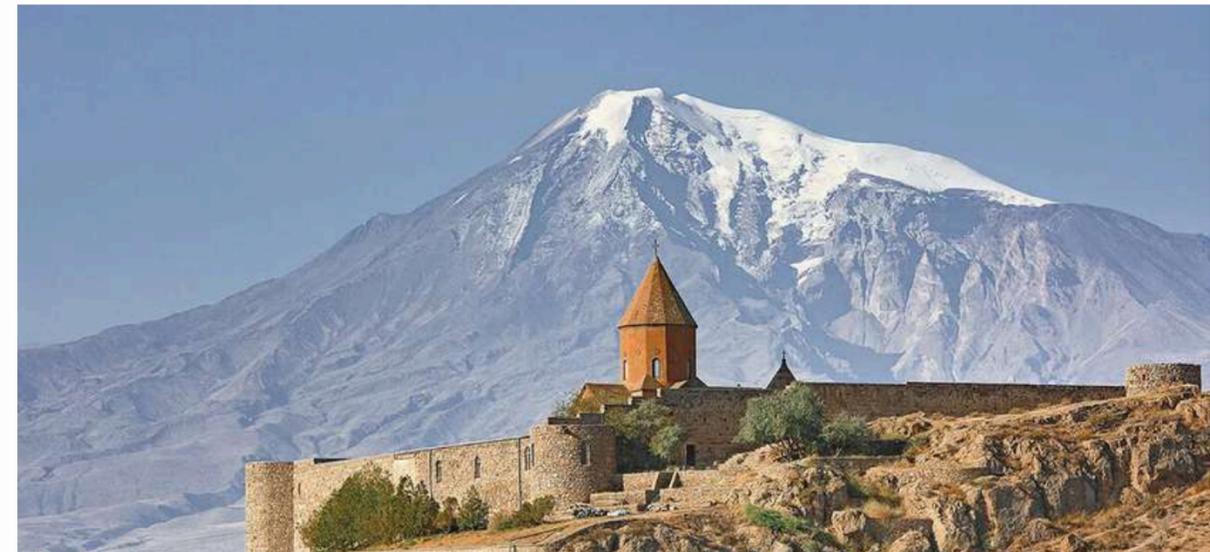
We recommend not to exchange a lot of money at the airport, as the exchange rate is very low there.

For reaching the venue, you can take a shuttle bus, which goes every hour from the airport to the city center (the price per person is 300 AMD/0.75 EUR).

From the city center you can take a public bus (#259 or #261) to reach the hotel (check out the [location](#)).

The other option is to order a taxi via [GG](#) or [Yandex Go](#) application from the airport or from the city center directly to the venue (we recommend to share the taxi with other participants).

Please, keep in mind that if you decide to take a taxi, it will not be reimbursed!



Check-in time: 10th May at the venue, after 15:00!
In case you arrive earlier, we cannot guarantee early check-in!

FINANCIAL TERMS AND CONDITIONS

Reimbursement

Please, save all the originals of your travel documents!

Your travel expenses can be reimbursed within the travel grant ONLY upon presentation of ALL ORIGINAL DOCUMENTS, stating your travel data and costs (boarding passes, tickets for plane/bus/train and invoices).

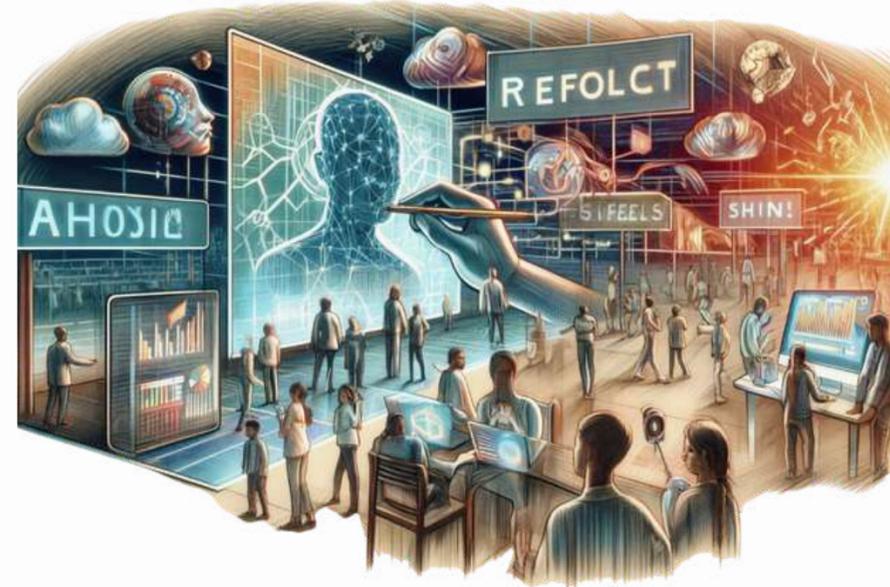
Please, upload all your DIGITAL BOOKINGS, INVOICES, BOARDING PASSES and/or SCANS (pictures/photos are not accepted!) of the HARD COPIES of your BOOKINGS, INVOICES, BOARDING PASSES to the Google Drive folder (inside, find the folder of your country, create your personal folder in your country folder, upload everything to your personal folder).

Keep in mind that you will be reimbursed by bank transfer after the project, **once dissemination activities have been completed.**

Financial contribution

You are expected to contribute 40 EUR fee, which will be collected in cash upon your arrival.

Your financial contribution will ensure the principle of co-financing of Erasmus+ Programme as well as your personal input and involvement into the project implementation.

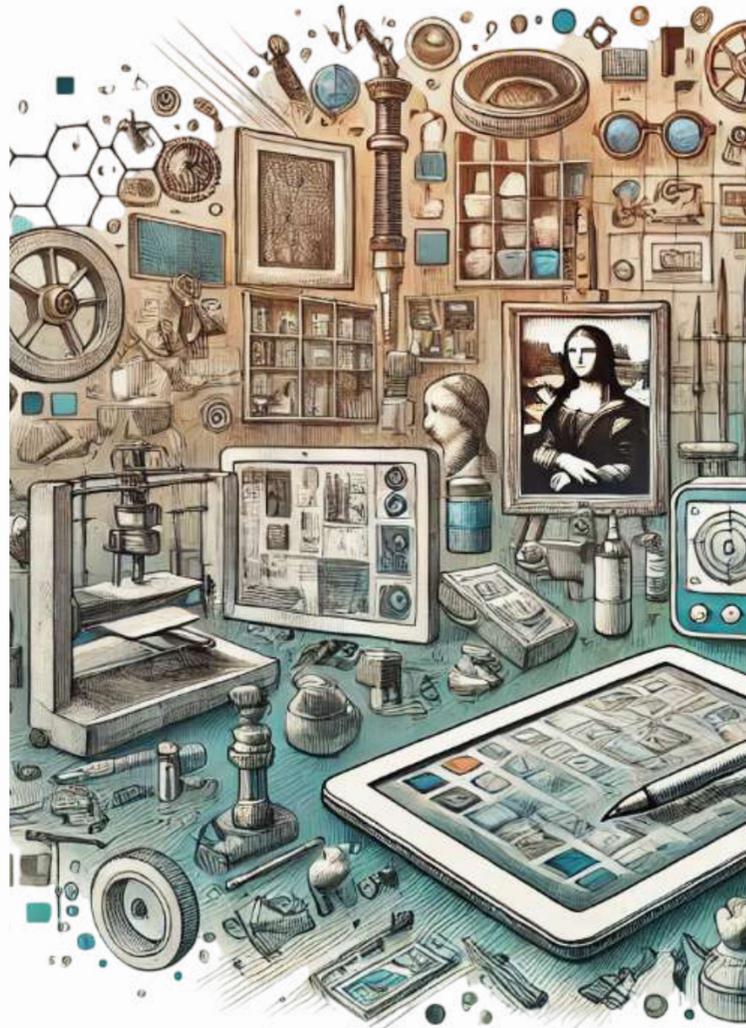


Travel grant limits:

The maximum travel grant limit will be calculated individually according to the travel distance between the place of origin (city of departure) and the venue of the activity (Abovyan town, Armenia) by using the Distance Calculator supported by the European Commission:

0 – 9 km0 EUR
10 – 99 km28 EUR
100 – 499 km120 EUR
500 – 1999 km309 EUR
2000 – 2999 km3 EUR
3000 – 3999 km530 EUR
4000 – 7999 km820 EUR

THINGS TO BRING



- Valid passport for travel;
- Travel/health insurance, valid in Armenia for the whole duration of the project (desirable, but not mandatory – it's on your own responsibility);
- All the required travel documents (all the tickets, invoices and boarding passes (preferably, the online check-in));
- Everything you need to share your relevant knowledge and experience, to organize a workshop or facilitate a session on a relevant topic (desirable, but not mandatory);
- Laptop (we will have a lot of digital tasks within the project);
- Comfortable indoor shoes and clothes for training activities;
- Comfortable outdoor shoes, light clothes and backpacks, warm clothes (it might be warm during the daytime and chilly in the evenings within the period of the project);
- Something special to share during the intercultural evening (optionally);
- Swimming suit;
- Personal hygiene items;
- The medicine you may need.

PROGRAM

Day 1
Mon 11/05

Getting to know each other. Group building.
Intro to the program.

Day 2
Tue 12/05

Intercultural communication simulation and AI.
Theory of communication. Simulation tools.

Day 3
Wed 13/05

Storytelling, role-play and AI. Exploration of the
storytelling and role-play methods and tools.

Day 4
Thu 14/05

The key concepts of culture: exploring folklore
fairy-tales. Creation of international fairy-tales.

Day 5
Fri 15/05

Folklore for interculturality. Performances of
international fairy-tales. Debriefing.

Day 6
Sat 16/05

Erasmus+ Programme. NGO fair and our
cultural issues. Exploration of Armenian culture.

Day 7
Sun 17/05

Improvisation Theatre and Theatre of
Oppressed for intercultural learning.

Day 8
Mon 18/05

Sharing best practices and exploring AI
capacity in non-formal learning.

Day 9
Tue 19/05

AI booklet design and creation.
Local projects' development.

Day 10
Wed 20/05

Finalizing the outcomes. Impact planning.
Partnership building. Final evaluation.

TRAINERS



Danica Dimitrijevic

Two Master's degrees in cultural studies, educator, trainer; owner of the board games' bar, where she organizes events for local communities

trainer's profile



Ondrej Brem

MSc degree, professional at the Faculty of Information Technology at CTU, trainer; specialization in game design; expertise in AI tools and its application in the fields of design and cultural studies

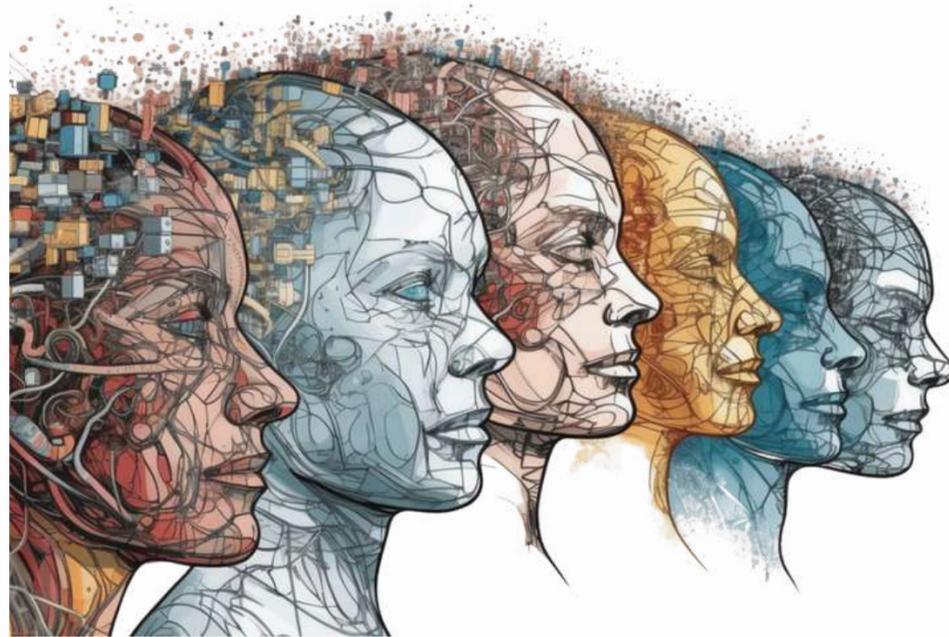
trainer's profile



Vladimir Kozachun

PhD studies in psychology, practical social and medical psychologist, psychological counselor, coach, trainer; Improvisational Theatre and Playback Theatre trainer and actor; particular experience in intercultural learning

trainer's profile



CONTACTS



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