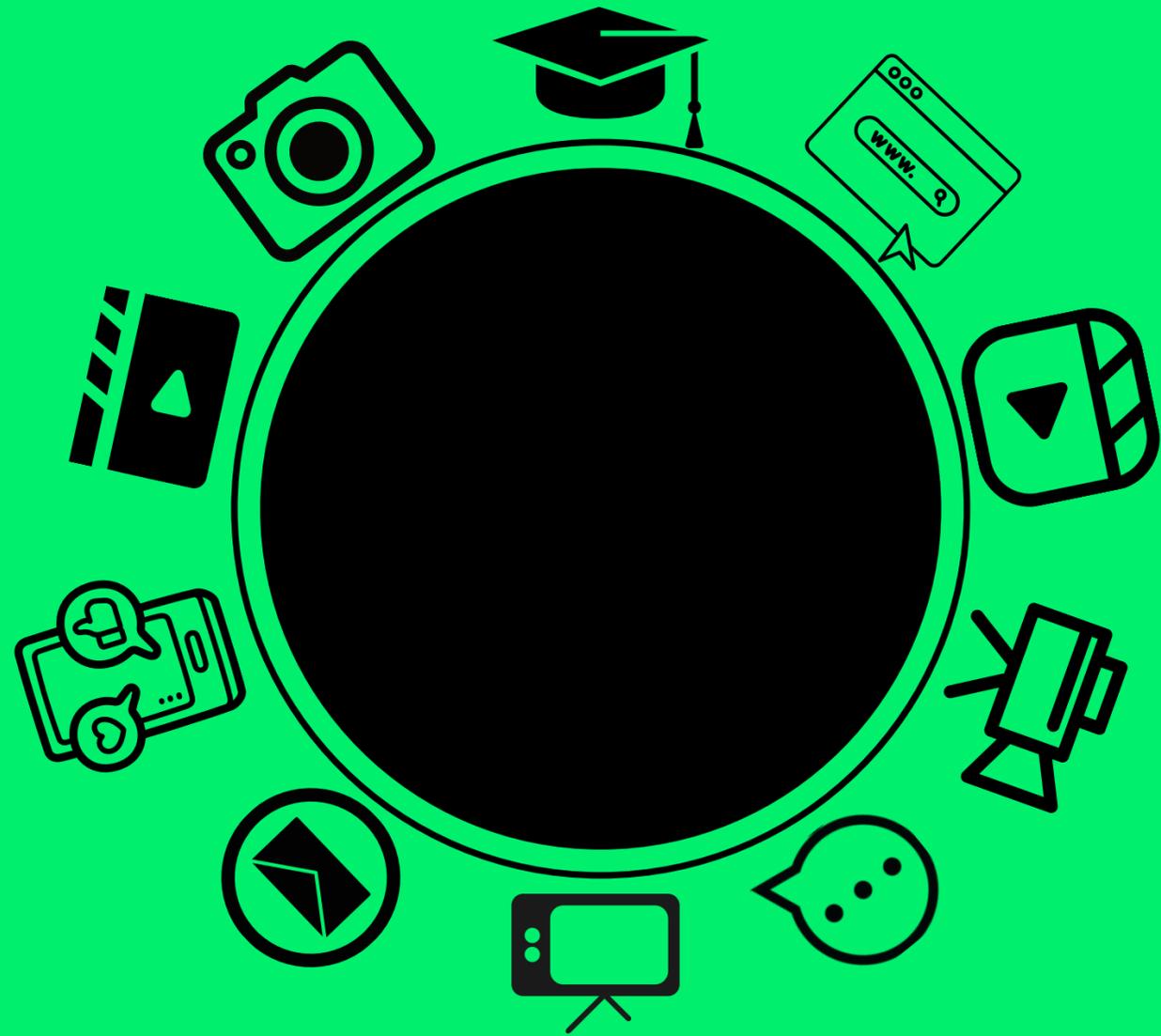


1st stage: 1.-8.10. 2026 Spain

2nd stage: 3.-10.12. 2026 Portugal

3rd stage: 6.-12.4. 2027 Czech Republic



Media Education Academy: genesis & Fakescape

Learning to navigate the online information chaos



About the project

Infopack: g

Media Education Academy is a long-term educational program designed for teachers, trainers, youth workers, and educators who want to strengthen media literacy, critical thinking, and digital safety among young people in a modern, practical, and playful way.

The project responds directly to the realities of today's digital world: information overload, misinformation, manipulation, clickbait, AI-generated content, online risks, and the constant pressure of social media. Instead of focusing only on theory, Media Education Academy equips participants with practical tools, methodologies, and ready-to-use activities that can be immediately applied in their educational practice.

The Academy is structured as a 3-stage learning journey, where each stage follows the same core logic:

- : in-depth understanding of the topic
- : practical tools
- : game-based creation
- : peer inspiration and sharing.

A close-up photograph of a person's hands working on a board game. The person is wearing a blue denim jacket. The board game consists of several cards with icons and text, laid out on a white surface. The background is blurred, showing other people and a warm, indoor setting.

Stages' Description

Infopack: g

Stage 1 – Media Literacy Basics (1.-8.10. 2026)

This stage focuses on the foundations of media and information literacy, critical thinking, and orientation in the online information space. Participants explore how information is created, distributed, and manipulated, and how to help young people develop the skills needed to evaluate sources and content critically.

Participants create the first prototype of an educational game or activity focused on media literacy.

Stage 2 – Cybersecurity & Digital Safety (3.-10.12. 2026)

The second stage addresses practical cybersecurity and digital safety for educators and their target groups. It focuses on prevention, healthy digital habits, safe online behavior, and understanding common digital risks faced by young people.

Participants design a lesson, game, or activity aimed at promoting safe and responsible digital behavior.

Stage 3 – Game Design Lab & Implementation (6.-12.4. 2027)

The final stage is dedicated to turning ideas into functional educational solutions. Participants refine their concepts, test prototypes, and build their own methodology for implementation in schools, youth centers, or community settings.

A finished educational game or learning module, ready to be used and implemented in participants' local contexts.

Objectives

Infopack: [g](#)

Develop Practical, Game-Based Educational Tools

Support participants in creating interactive games and activities that make complex media topics accessible, engaging, and age-appropriate.

Strengthen Media and Information Literacy

Equip educators with skills to navigate online information, recognize misinformation and AI content, and pass these skills on through engaging methods.

Promote Digital Safety and Responsible Online Behavior

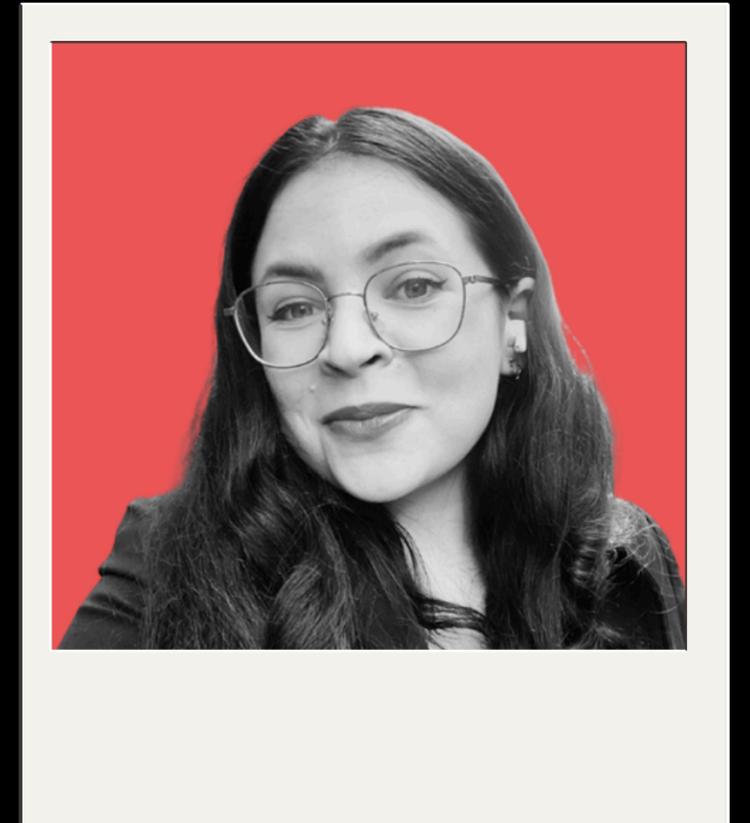
Raise awareness of digital risks and cybersecurity by providing practical tools that support safe, ethical, and responsible online behavior.

Empower Through Hands-On Learning

Build confidence by combining theory and practice, enabling them to apply new tools and methods directly in their work.

Word from **Us**

In Fakescape, our vision is informed, resilient and confident society in today's digital world. Via gamified media education, we are actively fighting with misinformation, malicious content and cyber threats. In this Academy, we would like to share our knowledge and methods with anyone, who wants to enrich not only their media literacy, but also of their communities.



As COO of Genesis, I proudly stand behind Media Education Academy as its programme guarantor. The Academy reflects our DNA: practical learning, creativity, and non-formal education that equips educators with real tools for today's information world. We believe media literacy and critical thinking are essential skills, and we are here to support educators who want to guide young people through the digital reality with confidence and responsibility.



We are looking for:

: **Motivated Individuals:** Ready to contribute to or launch projects and initiatives.

: **Youth Workers and Educators:** Teachers, librarians, and others in formal or non-formal education interested in integrating digital tools into their work.

: **Practical Experimentation:** Participants who are open to hands-on exploration of new tools and methods in a collaborative environment.

Participant profile



Don't worry about the basics! We've got you covered with program, accommodation, transportation, and meals thanks to the Erasmus+ program. Travel costs will be reimbursed for the most affordable and direct way to get to the project. Check out the travel budget chart for specific amounts.

JUST ONE THING TO KEEP IN MIND: MAKE SURE YOU HAVE TRAVEL HEALTH INSURANCE.

You can take 2 extra days before, or after the project.

Reimbursement Process

- Submit your reimbursement request with all required documents (tickets, invoices, boarding passes, etc.) within 15 working days after the project ends.
- Late submissions cannot be reimbursed.

Travel information

Infopack: [g](#)

Distance	Travel budget	Green travel
10 - 99 km	28 €	28 €
100 - 499 km	180 €	255 €
500 - 1999 km	280 €	390 €
2000 - 2999 km	365 €	505 €
3000 - 3999 km	550 €	755 €
4000 - 7999 km	1150 €	1160 €
8000 km and more	1705 €	1705 €

30 EUR is used for local the transportation.

[Check your distance on this website.](#)

Start: your city

End: Torredembarra, Spain

You can take 2 extra days before or after the project.

Want to travel green and save some money?

The Erasmus+ program offers **Green Travel Support** for those who use eco-friendly transportation like:

- : carpooling,
- : BlaBlaCar,
- : buses,
- : or trains.

If you take these **sustainable** options for **at least half of your trip**, you'll have up to 4 extra travel days and a **Green travel budget**, please see the green travel budget.



Green Travel

Travel Light:

Tips & Important Rules

When planning your trip, please keep in mind the following **travel guidelines** set by the Czech National Agency, which **must be followed** by the organizing team.

Stick to the Essentials

- : The National Agency supports the most economical and sustainable way of travel, which is why extra services are not reimbursable.
- : If you need a larger check-in luggage, it will be at your own expense.
- : Priority boarding, seat reservations, and extra luggage fees are not covered by the travel budget.



Travel Days & Accommodation

- : Erasmus+ allows up to 2 extra travel days (before, or after the project). If you choose to stay longer or arrive earlier, any additional travel costs will be at your own expense.
- : Accommodation during extra travel days outside the project dates is not reimbursable, just like travel insurance costs.

Plan wisely, pack light, and travel smart!

Financial Contribution

All the expenses are covered by the organizer for the selected participants. Including travel, accommodation, food and program. We've got you covered!

The only financial contribution of selected participants is **50 EUR / 1 200 CZK for the stage**. It will be paid on the stage **in cash** (EUR/CZK).

If you are not selected, you can purchase the course for the full price according the price list of the organizer, we will still assist you with travel and accommodation.



Meeting point & time

Infopack: g

The meeting point will be in **Hotel Brisamar Suites, 1.10. 2026 until 20:30**

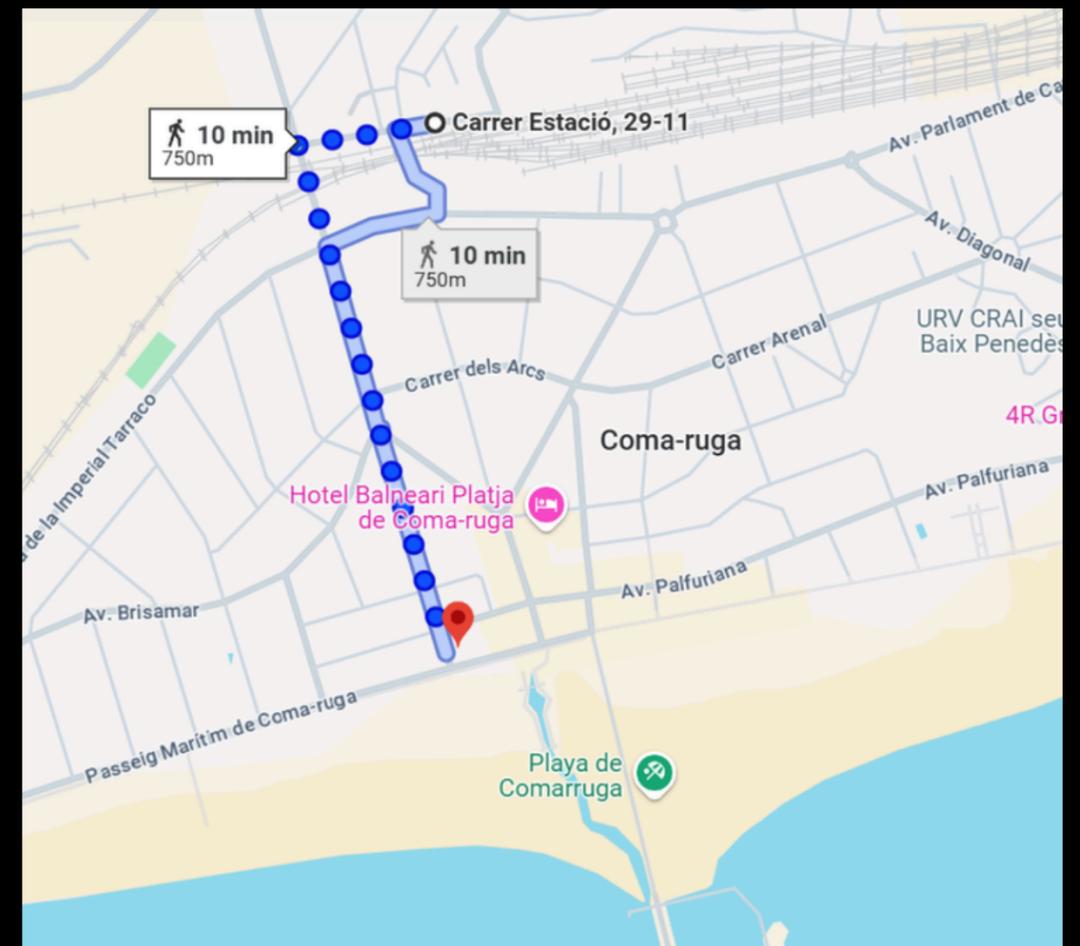
From Barcelona airport:

- Go to terminal (free bus shuttle between terminals) and take the train (Rodalies)
- Go 3 stops until **BARCELONA SANS** station
- At barcelona Sans Staion, change for **train to St Vincents del Calders**

The train ticket is €6,90. Train time tables:
<https://rodalies.gencat.cat/en/horaris/>

Be aware **last train from the airport is at 22:30!** If you miss the last train you will have to find accomodation in Barcelona.

When you get to St Vicents del Calders Train Station, just **walk 10 min to reach Hotel Brisamar Suites**. Just follow 'La playa' sign (It means the beach in spanish).

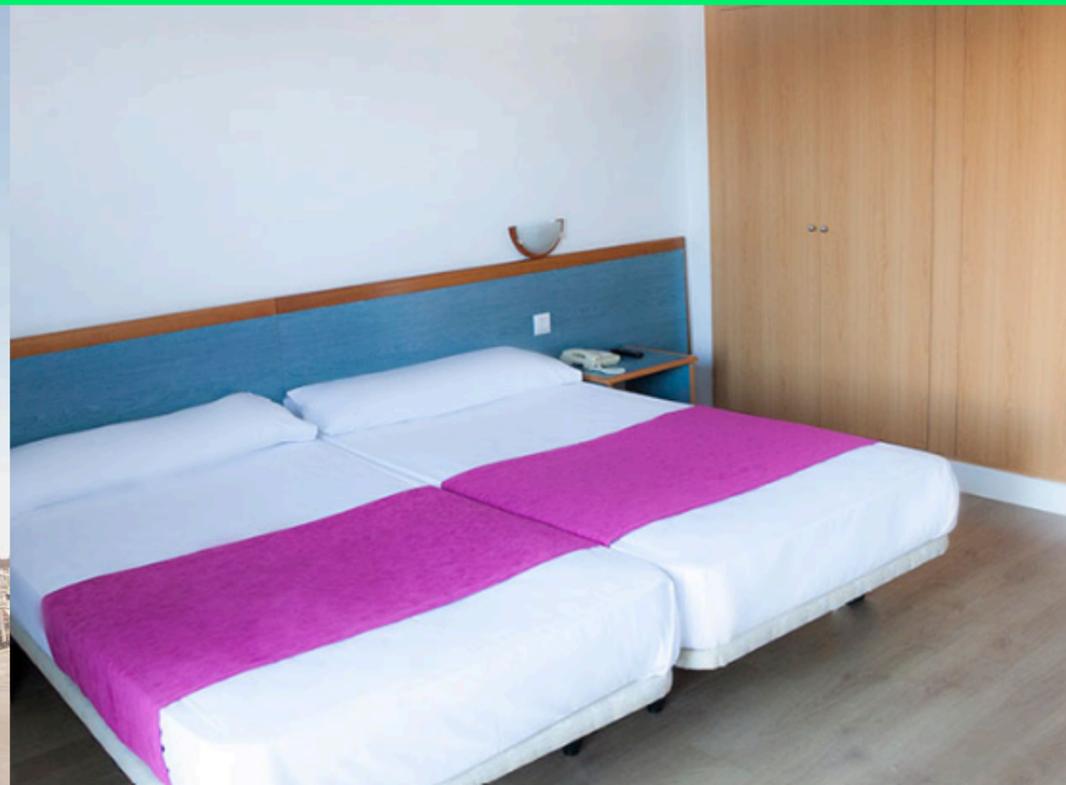


Accommodation: Spain

Brisamar suites are perfect for hosting big groups, participants will be placed in rooms of 2 with private bathroom. The hotel will offer 3 meals per day + 2 coffee breaks. We will be able to explore the marine wild life and learn more about mediterranean ecosystems.

All meals and transportation (international and local) are covered by the project.

Venue address: Avda. Generalitat,
2. 43880 Coma-ruga (Tarragona)



Weather & What to bring

The weather in Spain is generally mild and pleasant. Temperatures typically range between 15°C and 20°C, with warm days and cooler evenings. As the area is close to the coast, you may experience a light breeze, so we recommend bringing a light jacket for the evenings.

Make sure to bring:

- Warm, comfortable clothing
- Indoor slippers
- Any medications you may need
- Reusable water bottle
- Your travel health insurance

Everyone is welcomed to bring food and drinks typical for their countries to share with others!



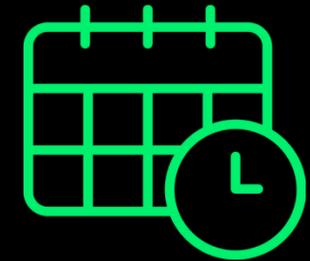
Application

In order to apply, we ask you to send us a 2 min video where you will answer a question and fill an online form.

- 1 What specific skills or knowledge do you hope to gain from this project to enhance your career or personal growth?

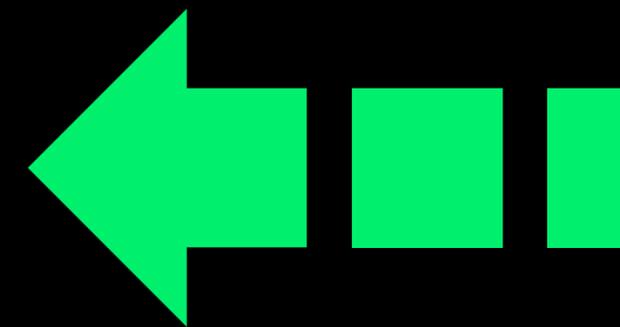
•• Make sure to keep your video NO longer than 1 minute! ••

IMPORTANT DEADLINES:



For filling the application form: **3.7.2026** For purchasing tickets: **14.8.2026**

Apply
HERE



■ ■ genesis

Genesis is a Czech non-governmental organization with a long tradition and simple philosophy.

Genesis provides individual and group trainings. At Genesis, we support all efforts to learn because the more we experience, the better off we all become.

Our goal is to help individuals and companies to receive training that is not only great but also socially responsible. We believe that innovation in education helps employees, employers, and society as a whole to sustainably grow and develop.

TO KNOW IS TO GROW.



info@ngogenesis.com



@genesis_ngo



www.ngogenesis.com



We teach media literacy. Interactively. Using game-based activities.

Our mission is to develop media, information and digital literacy among individuals and communities using interactive and innovative educational methods.

We are teaching students and public how to reveal fake news, think critically, and how to verify the information via gamified workshops. We have also workshops on cyber security and we developed card games focused on journalism and media. Our goal is to teach in a more entertaining way using games and non formal education methods.

**Teaching media literacy
and gamification
through games.**



info@fakescape.cz



[@fakescape_en](https://www.instagram.com/fakescape_en)



www.fakescape.cz

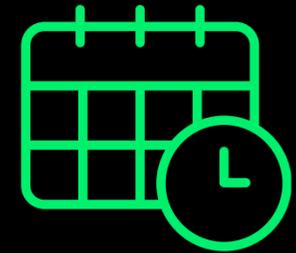
Media Education Academy: **genesis**

Online Calls

A preparatory online call will take place on **17 September at 18:00 CET**. We kindly ask participants to save the date and plan their availability accordingly.

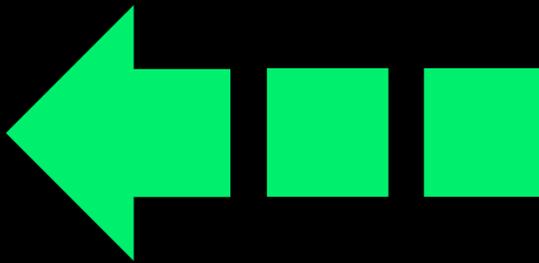
In addition, a **final follow-up online call** will be organized approximately two months after the Academy. This closing call will serve for reflection, evaluation, and follow-up. The exact date and time will be communicated later.

DEADLINES:



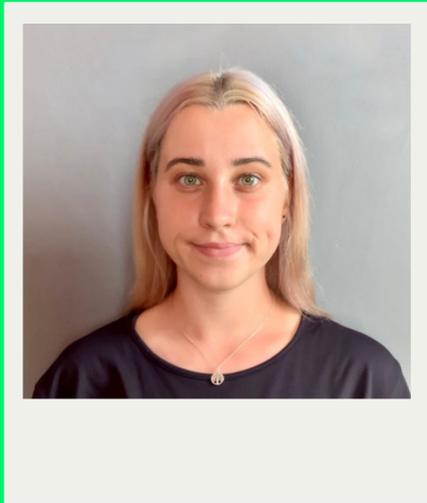
For filling the application form: **3.7.2026**

For purchasing tickets: **14.8.2026**

**Apply.
HERE** 

<https://forms.gle/QDLvx41pN4yFtzQn9>

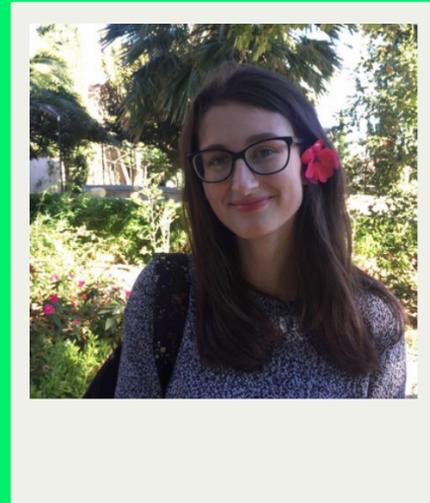
Contact: g



Lydia Petera

Project Coordinator

medea@ngogenesis.com



Anežka Bohmanová

Project Assistant

www.ngogenesis.com

ngogenesis



The project is supported by:



Co-funded by the
Erasmus+ Programme
of the European Union