

# Gaming for climate chanCe

International meeting to test and evaluate educational games on environmental topics

Palermo, Italy, 25<sup>th</sup> June - 1<sup>st</sup> July, 2026

## CALL FOR PARTICIPANTS

"Gaming for Climate Change" is a project co-funded by the European Union under Key Action 2 (KA2) of the Erasmus+ programme. It brings together 5 organisations across 5 countries: InformaGiovani (Italy), Equação (Portugal), Ambitia (Slovenia), Share Europe (Bulgaria), and Radi Vidi Pats (Latvia).

The project addresses the topic of climate change through gamification as a non-formal education methodology. More precisely, it aims to equip youth workers with effective educational tools for engaging young people on environmental issues in a fun and meaningful way. The main outcome will be a set of 4 educational games on climate change.

The games will be the result of 22 months of interconnected activities, encompassing: the design and development of the games themselves; local and international testing sessions involving young people — including those with fewer opportunities — and youth workers; and promotion and dissemination activities at both local and international level, aimed at raising the project's visibility, sharing its results, and advocating for its inclusive and participatory approach.

## WHO WE ARE

InformaGiovani ETS (IG) is an association founded in 2001 with the aim of promoting human and civil rights, with a particular focus on young people facing, or at risk of facing, social obstacles. Since 2010, IG has been leading the European network IGNet on social volunteering, inclusion and participation, recognised by the EACEA of the European Commission, which [nowadays counts 23 members in 20 EU countries](#). Since 2022, it is a member of the Eurodesk network and since 2026 it is a Europe Direct.

The association operates across four main fields of action:

- Promoting and encouraging access to information and the responsible use of media and digital tools;
- Training young people and adults in non-formal education methods and techniques;
- Supporting local and international volunteering as a tool for social intervention and active citizenship;
- Fostering the participation of young people with fewer opportunities.

IG focuses on the social inclusion of young people who are facing, or are at risk of, social exclusion — in particular NEETs, young unemployed people, young migrants, young people with sensory disabilities, and young offenders on probation.

The association is accredited by the Italian Agency for Youth for the implementation of activities under the EU programmes Erasmus+ and European Solidarity Corps, and it is a training body recognised by the National Order of Journalists.

IG also manages a youth information point hosted in a property confiscated from the Mafia.



European Transparency Register # REG 8581124100333-85

# *Gaming for climate chanCe*

## International meeting to test and evaluate educational games on environmental topics

**Date:** 25th June - 1st July, 2026

**Place:** Palermo, Italy

**Group Composition:** 32 participants including trainers and facilitators

**Target group:** youth workers, educators, trainers, and group facilitators with an interest in non-formal education, environmental topics, or inclusive methodologies (all aged 18+)

**Countries involved:** Erasmus+ Programme Countries

**Condition:** Food and accommodation are provided by the host organisation. Travel costs will be reimbursed in accordance with the Erasmus+ distance calculator rules. All participants are covered by insurance against illness, accident, third-party liability, and death. European participants are required to bring their European Health Insurance Card (EHIC).

**Methodology:** Non formal Education approach, combining teamwork, game-based learning, role-playing, peer exchange, and group discussions. etc.

### ACTIVITIES

#### Game Testing and Evaluation

This activity centres on the hands-on testing and technical evaluation of four game prototypes — two analogue and two digital — developed as part of the project "Gaming for Climate Change". Participants will be guided through the entire development process, from the initial concept to the tools used for production.

A significant part of the activity will be dedicated to direct game testing: participants will play the games together and provide feedback and professional insights as youth workers. This input will be invaluable in refining gameplay mechanics and addressing any issues before the final versions are released.

### WORKING VENUE

#### Magnisi Studio

Workshop and testing sessions will take place at [Magnisi Studio](#), a coworking hub located in the heart of Palermo. The space offers professional workstations, dedicated meeting rooms, and a welcoming internal café — ideal for networking and coffee breaks. The studio is just a 5-minute walk from the accommodation.

### ACCOMMODATION

#### Hotel Joli

Participants will be accommodated at [Hotel Joli](#), a boutique hotel housed in a Liberty-style building in the city centre. Rooms are three-bed, equipped with air conditioning and private bathroom. The hotel is just 150 metres from the working venue, and ideally situated for exploring Palermo's historic centre during free time.

### FOOD

Meals will be arranged by InformaGiovani at restaurants and cafés near the hotel and venue. All dietary requirements and food preferences communicated in advance will be accommodated.

### FINANCIAL CONDITIONS

This mobility is funded by the Erasmus+ Programme (KA220-YOU): board and lodging during the activity are covered by the Erasmus+ grant.

Travel costs will be reimbursed on the basis of actual expenses, up to the budget limit calculated [according to the Erasmus+ distance band calculator](#). Expenses incurred in currencies other than Euro will be converted in accordance with the monthly exchange rate published on the [InforEuro official website](#).

Travel Distance	Maximum travel reimbursement Non green travel	Maximum travel reimbursement Green travel (*)
10 – 99 km	28 EUR	56 EUR
100 – 499 km	211 EUR	285 EUR
500 – 1999 km	309 EUR	417 EUR
2000 – 2999 km	395 EUR	535 EUR

(\*) Travel that uses low emissions means of transport for more than half of the round trip, such as bus, train, bike, or car-pooling. Traveling by boat will be considered as green travel if combined with other low-emissions means of transport.

**Reimbursement** will be done by **bank transfer** after receiving the needed supporting documents. Each parties pay its own bank fees.

Supporting documents:

- Bus/train: original tickets / invoice
- Flight: e-booking or invoice + boarding passes
- Signed reimbursement request form (the form will be provided by Informagiovani at the end of the mobility)

**Please note:** photos of tickets are not accepted. Properly scanned copies and complete screenshots of electronic boarding passes are both acceptable.

Public transport costs will be reimbursed. Private means of transport (excluding taxis) are eligible for reimbursement only where no public transport alternative is available.

## HOW TO APPLY

**DEADLINE:** Interested candidates must apply by filling in the form linked below no later than **22th May 2026**

The selection process is based on motivation to actively contributing to the game testing, involvement in youth sector or in educational and information activities and on the possibility to disseminate results at local level.

Please note that only participants connected with an organization with a valid European OID are eligible.

[LINK TO THE APPLICATION FORM](#)

For further information please contact [erasmus@informa-giovani.net](mailto:erasmus@informa-giovani.net)