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First info pack for the Erasmus+ Youth in Action long-term mobility project of youth workers and young people by Evangelische Akademie Sachsen-Anhalt e.V., NGO Creativitas and YOU(r organisation)

DIGITAL SUPERPOWERS: THE USE OF DIGITAL GAMES AND TOOLS FOR YOUTH WORK

Context

Youth work needs to go where young people are. Quite big part of young people are using technology and digital games and they are experts in it.

Youth workers often lack digital skills and understanding of potential of technology and video games. However they are skilfull in experiential learning. Therefore they could support young people in learning and empowering them through playing games, creating worlds (e.g. on Minecraft), simulating social interactions (through Sims), making impact on objects by coding or tinkering with technology (tools like Sphero or Makey Makey). Technology can empower young people in the way that they can use tools like Popcorn or App builder or Minecraft to create, remix, change existing media.

Dates and Places:

Digital Superpowers is a **long-term project** that incorporates a training course, a practice period, a youth exchange and an evaluation seminar. Trainer participants should take part in the training course and in the evaluation seminar, have at least one activity with youngsters in the practice period and send youngsters to the youth exchange (and maybe accompany them):

Training course: **15 - 22/11/2015** - in Halle, Germany

Practice **January - June 2016** - in each country

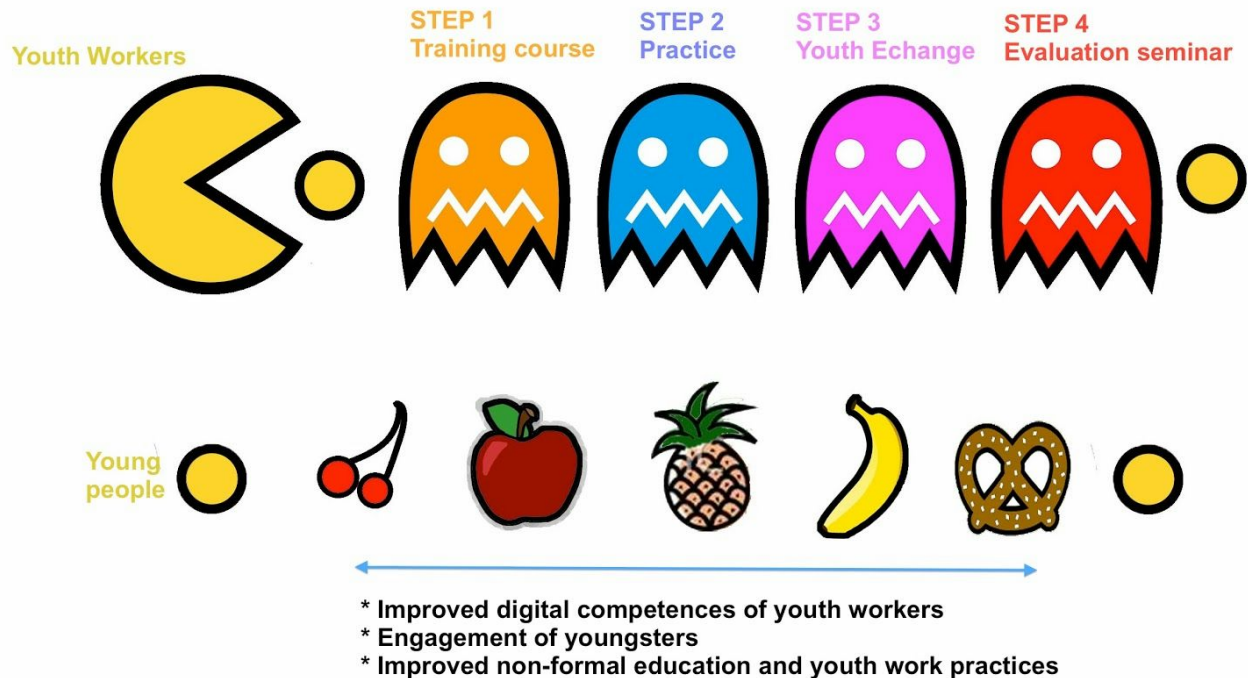
Youth exchange: **27th June - 4th July 2016*** - in Lithuania

Evaluation seminar - **3-8/10/2016*** - in Madeira, Portugal

* dates may change

NOTE: each participant agrees to participate in the full duration of the project!

'Digital Superpowers: the Use of Digital Games and Tools for Youth Work' Learning Pathway
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STEP 1. Training course (designed for youth workers)

1. To explore how does digital games and tools work in other organisations
2. Showcase and try practically various digital games and tools.
3. To develop clear plan how to implement youth work by using digital games and tools
4. Develop youth workers' digital literacy
5. Learn to harness digital games and tools for critical media education and other diverse youth work objectives.
6. To prepare and try out activities with young people at Digital Lab in the local community during the TC
7. To give space for young people to showcase various games they play for youth workers.

STEP 2. Practice period (youth workers work with young people)

1. Local youth work activities to try out new digital games and tools for learning
2. Live meetings of young people who would play with each other virtually - organising a youth exchange about the role of gaming in a life of young person.

STEP 3. Youth exchange (young people led by youth workers as group leaders)

1. International youth exchange involving young people to discover the role of gaming, coding and digital making in young person's life as well as learning with technology.
2. Programme will be re-build later on by young people who will participate in the youth exchange.

STEP 4. Evaluation meeting for youth workers and young people (youth workers and young people actively involved in steps 1-3)

1. Sharing results from the practice period.
2. Evaluating achievements both by youth workers and young people.
3. Making finding public: joining digital innovation conference or organising own conference/discussion about usage of digital games and tools for learning.
4. Producing digital product for dissemination (e.g. video/ web/ game), giving possibility for participants to decide what product would make sense for their context and their youth work communities.

NOTE: each participant agrees to participate in the full duration of the project!

Some questions we would like to answer during this long-term project:

- how to use digital technology in non-formal learning settings?
- how to go with digital technology instead of opposing it?
- how not to lose the principles of youth work and non-formal learning by harnessing technology?
- how to connection social skills development and use of digital games and technology?
- how to increase digital literacies by harnessing young people's passions in gaming and technology?

Participant's profile. Participants from your organisation and beyond

We are looking for youth workers/educators and/or digital expert for the project who:

- have experience in using digital media and are willing to use it in youth work or / and
- have experience in youth work (training or/and non-formal education) and is willing to use digital tools

(A couple of two people from the same organisation/country (one experienced in youth work another in digital media) taking part together could be an option)

Tasks and abilities of participants during this long term project

- to be ready to make a training session for other participants during the TC
- to do seminars/educational activities with youngster in spring 2016 and collect experiences
- to be ready to participate with youngsters or to prepare youngsters for the youth exchange in summer

- to take part in evaluation in October
- being able to communicate in English on professional basis

Group size:

- up to 25 participants, up to 5 participants/country (training course)
- up to 25 participants, up to 5 participants + 1 group leader (youth exchange)
- up to 20 participants, up to 4 participants/country (evaluation seminar)

Preliminary program of training course (15-22nd November 2015, Germany):

	15/11/2015 (Sun)
PM	Arrival of participants, getting to know each other, group building
	16/11/2015 (Mon)
AM	<ul style="list-style-type: none"> • Presenting concept and objectives of "Digital Superpowers". • Working together in a long term project.
PM	<ul style="list-style-type: none"> • Aims, objectives and expectations towards this TC, presenting Open badges, Youthpass Introduction • showcasing experience of partners with digital media in youth work • Video game night
	17/11/2015 (Tue)
AM	<ul style="list-style-type: none"> • A challenge for youth work: videogames, digital media and young people, depending on your contribution, e.g. games out of video games e.g.. Machinima (videos)
PM	<ul style="list-style-type: none"> • Viewing the future: robotics - playing, creating and coding, depending on your contribution, e.g., Lego Mindstorme, ... e.g. Ollie and Sphero • Table game night
	18/11/2015 (Wed)
AM	<ul style="list-style-type: none"> • Understanding digital life: online, smartphone, remixing and coding tools, depending on your contribution, e.g. Mozilla Hackasaurus e.g., Kodu - easy coding. e.g. Google X-Ray e.g. Learn to mod Minecraft
PM	<ul style="list-style-type: none"> • Visit to a media educational centre • Cultural evening in the City
	19/11/2015 (Thu)
AM	<ul style="list-style-type: none"> • Digital Media Lab I: Developing Workshops for young people
PM	<ul style="list-style-type: none"> • Presentation of planned workshops and feedback

	<ul style="list-style-type: none"> • Treasures of Youtube
	20/11/2015 (Fri)
AM	<ul style="list-style-type: none"> • Digital Media Lab II: Trying out the developed concepts with youngsters
PM	<ul style="list-style-type: none"> • Review and 'fix of bugs' in concepts of Workshops • Intercultural evening
	21/11/2015 (Sat)
AM	<ul style="list-style-type: none"> • Presenting finalised workshops • Practice period HACKATON (actions, communication, sharing responsibilities, youth exchange development steps)
PM	<ul style="list-style-type: none"> • Evaluation of TC and professional/personal learning outcomes • Computing party
	22/11/2015 (Sun)
AM	<ul style="list-style-type: none"> • Departure

PROGRAMMES OF OTHER EVENTS WILL BE DISCUSSED LATER WITH THE GROUP.

Costs

The project is financed by Erasmus+ Youth programme. Therefore all the programme costs will be fully covered. The travel costs will be covered according to Erasmus+ fixed travel amounts depending on your travel distance. You will get 65% of travel cost after we have got your original travel documents and 35% after the successful submission of the report of the project by the National Agency.

TRAINING COURSE (GERMANY):

Country	Travel costs covered per country and participant
Germany	0€
Portugal	530€
Estonia	275€
Italy	275€
Lithuania	275€

YOUTH EXCHANGE (LITHUANIA):

Country	Travel costs covered per country and participant
Germany	170 €
Portugal	620 €
Estonia	170 €
Italy	170 €
Lithuania	0 €

EVALUATION SEMINAR (MADEIRA, PORTUGAL)

Country	Travel costs covered per country and participant
Germany	530 €
Portugal	0 €
Estonia	820 €
Italy	530 €
Lithuania	820 €

Deposit for long-term participation: To guarantee that each participant is ready to take part in the full long-term project we ask all participants to pay 100 Euro deposit for the project before the training course. This money will be refunded if the participant took part in the whole project and made an input for the evaluation seminar and the final report. *In case of some personal social/financial conditions, the amount of the deposit could be reduced.*

NOTE: Deposit does not apply for the young people who will participate in the youth exchange activity.

Recognition of non-formal learning

All participants have the right to get a [Youthpass](#) describing their learning during the project. Furthermore we will use Open badge system (www.openbadges.org) to recognise learning steps and to use a gamified and partly digitalised tool.

How to apply?

We ask participants to apply on SALTO- YOUTH system. Link will be announced soon.

For further information please contact:

Tobias Thiel by thiel@ev-akademie-wittenberg.de

Agne Rapalaite & Laimonas Ragauskas by gamification@creativitas.lt

And we are...

...trainers, youth workers and facilitators of learning. We have experience in developing gamified learning activities, but we are still on the way exploring the possible application of digital games and tools in youth work.

[NGO Creativitas](#) is a non-profit, non-governmental organisation that has a mission to contribute to the development of continuous learning, open and tolerant society, which would be able to design innovative solutions in order to cope with emerging social challenges.

[Evangelische Akademie Sachsen-Anhalt](#) is a non-profit, non-governmental organisation. The academy organizes conferences, seminars, study tours, workshops, lectures and evenings for people of all age groups at national and international level. Therefore it contributes to social debate and decision making, as well as international understanding.