

CREATEAMITY:

EMPLOYABILITY SKILLS THROUGH PORTABLE ESCAPE QUESTS

15-23 MAY 2019
VIHI KÜLA, ESTONIA



Erasmus+



AN Archimedes Noorteagentuur



Shokkin Group
International

TRAINING SUMMARY

The training course "CreaTeamity" will be held near Viljandi (Estonia) during the period of 15-23 May, 2019 to discover the use of educational portable and outdoor escape quests. The course will gather **23 participants** from **Estonia, Czech Republic, Poland, Bulgaria, Malta, Sweden, Greece and Romania.**

When looking at employability skills desired in the current job market, we see the importance of **effective communication, teamwork, creative thinking and problem-solving** is increasing. However, this set of skills is hardly trained in the traditional school scene. Soft skills require a challenging environment that gives an opportunity to assess oneself and own behavior and they are developed through real life work and often through **gaming techniques** and methods.

Quest games are one of these methods, involving a team of people working together in order to fulfill challenging mental, logical, at times physical tasks together under a specific time limit. With this training course we would like to discover **connection of quest games with soft skills development.** The training **aims to provide youth workers & youth leader with tools, frameworks and space to create and playtest educational portable quest rooms and outdoor quests that foster soft skill development in young people.**

The project sets the following objectives:

- To exchange practices and methods of soft skill development through youth organization activities;
- To introduce the concept of POEQ as a methodology for developing soft skills of young people;
- To equip participants with tools and frameworks for developing educational POEQ games;
- To train participants in debriefing educational game activities and fostering self-assessment in young people;
- To provide space for designing and testing educational portable and outdoor escape quests;
- To create a set of educational POEQ games that foster soft skill development in young people;
- To empower youth workers/youth leaders to use POEQ games while working with youth.



TRAINING DETAILS

Participant profile

The training course is designed for **youth leaders, youth workers, trainer, teachers, educators, NGO volunteers, game enthusiasts**. Ideally participants are involved in youth work or education of young people daily/weekly. Participants do not need to have any previous experience with escape rooms but have strong will and motivation to learn about game-based learning and be open to experiment with the given methodology.

Participants have to be official **residents in the country** partnering in the project, be above **18 years** of age, have a **good command of English** language, be **ready to participate** in the full program and **commit to the dissemination** activities.

Training program

The training course will be intense and will include **4 practical sessions of 90 minutes per day** with designated 60 minutes of reflection. The training is designed to produce **physical results** (portable or outdoor escape quests), so there will be very little free time during the week with optional times in the evenings to work in groups. **The training program will cover introduction to game-based learning, escape room principles, educational quest design, practical sessions on creating own game concepts, testing the concepts, documenting games and reflecting on the application of such methodology in work with youth**. As a result we foresee to create and test at least **4 POEQ** games in the local community of Viljandi as well as create a **resource manual** for youth workers & youth leaders to use when working with soft skill development.

Dissemination

The training course will provide lots of hands-on workshops and sessions as well as produce real game concepts. Thus, **every participating country group is expected to lead a workshop on game-based learning or apply one of the game concepts** in their organization/ community within **3 months** after the training course will take place and provide the coordinating organization with photo footage and a short description of the event.

Number of participants

3 participants per country; 2 participants from Estonia;



VENUE

The whole project will be organized in the picturesque **Vanaõue Puhkekeskus** (www.vanaoue.ee), which is situated in Vihi küla in the Estonian nature. Accommodation will be provided in rooms of **2-4 people** with toilets and bathrooms inside the rooms. During the course we will be provided with breakfast, lunch, dinner and 2 coffee breaks. The venue has a **big conference room** & additional spaces for group works. The place also has a **sauna** that we will use during the week, so make sure to bring your swimsuit.

According to the rules, we are **not allowed to use the kitchen** to cook ourselves, so don't bring things that you would need to cook. We will be the only ones in the venue!

There is **WI-FI** in the venue, but we cannot guarantee it will be working 100% at all time since we will be a big group, so we advise you not to plan important online meetings during the training week.

There will be an opportunity to use the **sauna and outdoor hot tub** on one of the evenings of the course, so you are advised to bring swimwear.

There will be **no daily opportunity to go to the shop**, so you are advised to bring all the necessities for the training with you. The training staff will make a shop trip in the middle of the week as well as we will visit the nearby city of Viljandi on the testing day.

What to remember so you won't be disappointed:

Towels, bed linen, some shower gel, soap, beds, Estonian country food, filtered coffee during breakfast & coffee breaks, unlimited tea during the evening/night, drinkable tap water, some welcome evening snacks, board games and some Estonian sauna experience is provided. However, if you need espresso, hairdryer, special shampoo, hair straightener, smoothie-maker, warm weather, sunny beach or 24/7 sauna - **you will have to bring your own!**



glokkiv!

PRACTICALITIES

Insurance: It is mandatory to have a valid **travel and medical insurance** (i.e. European Health Insurance Card) during your travel. The host organization will not cover any personal health costs. If you need help with this, please contact your sending organization.

Participation Fee: The training course has a participation **fee of 30 EUR** paid on the spot in cash or via bank transfer based on an invoice provided to the partner organization. The participation fee amount is used for the benefit of the project to provide materials and cover extra expenses occurred during the project.

Arrival/Departure: Participants are required to arrive to Tallinn by **16:30 on 15th May** and not leave Tallinn before **11:00 on 23rd May**. We will organize a bus that will take us from Tallinn Central Youth Center to the venue (1.5 hours) and back. There is no transportation from the venue to Tallinn, so we expect everyone to have tickets booked for given times.

Media material: Pictures and videos taken at the course as well as visual materials produced by the participants during the activities can be used to document the activity and promote the project in reports, partner websites and social media accounts as well as in further promotional materials.

What to take with you: We encourage you to bring your laptop, snacks and beverages for the intercultural evening, swimwear for the sauna, warmer clothes for the outside and fulfilled home tasks (will be sent to the selected participants by the trainers) to the training course.

Extra days: At your own expense you can stay in Estonia up to **4 days before OR after the training course**. If you exceed this amount of days, you might not be subject to travel reimbursement. We advise to stay at United Backpackers or Welcome Hostel. We also have this interactive map for you to find the best places & find us: [CLICK HERE](#)

Participation: Failure to participate in a minimum of **80% of the content sessions** or inappropriate behavior might resolve in reimbursement not being given to the participants with a notice provided to the sending organization or exemption of the participant from the course.



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TRAVEL & REIMBURSEMENT

We expect selected participants to organize their travel according to Erasmus+ and [SGI rules](#). When arranging tickets, bear in mind that there is a fixed maximum amount reimbursable for your individual trip costs. The sum, set by the European distance calculator, covers the travel costs of return trip from and to the partner organization's region using the most direct and cost efficient way of travel. Travel costs exceeding the maximum reimbursable amount will not be covered. If there are any changes in the route or special travel requests, you are asked to confirm these with the project coordinator before purchasing the tickets. Failure to do so may result in some tickets being to reimbursable.

Travel budgets according to the partner countries:

Greece, Malta – 360eur

Sweden, Bulgaria, Czech Republic, Romania, Poland – 275eur

Note that **20EUR** local transportation fee (arranged bus to/from the venue) will be taken from the travel allowance. Overall experience shows that the reimbursement allowances are sufficient to cover your travel and the local transportation if everything is booked in advance.

The deadline to book tickets to Tallinn is: 10th April.

Reimbursements will be made by bank transfer to the organization or appointed responsible participant after dissemination activities are held (we will make the transfer within 14 days from the moment we have everything needed from a country group). We advise you to arrange and book your whole trip before coming to the course in order to speed up the reimbursement process. We expect all participants to travel from and to their countries of residency using the most efficient and economic means of transport.

We are very excited to host this training course and create some kick-ass educational games!

Once selected please join our [FACEBOOK GROUP](#)

If you have any questions: contact pavel@shokkin.org

The logo for Shokkin! is a red, jagged starburst shape with the word "shokkin!" written in white, lowercase letters with a black outline. The background of the entire page is a textured, abstract pattern of blue, green, and purple lines.



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