



Shokkin Group

International Contact Making Event

## INFOPACK

Game Exchange

9th - 15th June 2022 OxForell & Tallinn (Estonia)

LINK TO APPLICATION FORM

https://forms.gle/BP9fPCcg7SndSHxD6



Participant profile

The ideal participant profile for the contact making event is a **representative of a youth organization (project coordinator/ decision-maker/ board member/ internal experts)** being an active person in the life of the organization with **capacity and potential interest** of working on developing long-term projects under KA1 & KA2 with the partner organization.

Ideally it is a person who has been long enough in the organization to know its **portfolio, needs, strengths & weaknesses**. It will be beneficial for the participant to have experience as a project coordinator and experience with game-based learning is highly appreciated.

Participants need to be official residents of the country they are coming from, be over 18 years of age and have at least an intermediate level of English. Participants are expected to participate fully in the program from 9 to 15 June and commit to the dissemination activities within 2 months after the main activity.



The CME will be intense and will include **3 practical sessions of 90 minutes per day**, **1 session of 60 minutes with designated 60 minutes of networking**. The CME is designed to provide space to get to know each other on a personal and professional level as well as exchange game-based learning methods and resources. The CME plans to produce **tangible results** in the form of a resource pack with game outlines.



Closer to the CME the team will send you a **home task and a preparation package** to get up to date with the non-formal methodology and main aspects of the program that you will take part in.

During the week you will have a chance to share educational game concepts or products that you use or been part of. You can bring these games with you.



About the project

The international Contact Making Event "Game Exchange" aims to enhance the quality of cooperation among youth organizations working or having a desire to work with game-based learning through providing space for exchange of best practices in game-based learning, building trust among organization representatives and developing a common cooperation plan among organizations.

The project sets the following objectives:

- To exchange best practices of youth work based on the experiences of local and international activities of partner organizations using game-based learning;
- To promote quality-oriented and need-based international cooperation among youth NGOs;
- To foster long term collaboration between EU organizations in the framework of Erasmus+ and future program;
- To provide space for developing **new quality partnerships** between organizations from Programme countries, to increase the capacity of youth organizations to implement quality game-based learning projects;
- To develop structures and support measures for quality partnership of youth organizations.

#### **COUNTRIES INVOLVED AND NUMBER OF PARTICIPANTS:**

Estonia (1 participant) Lithuania (2 participant) Spain (Intercambia: 1 participant| La Vibria: 1 participant) Poland (3 participants) Italy (2 participants) Portugal (MOJU: 1 participant | A Jornada Dos Hérois: 1 participant) Greece (2 participants) Czech Republic (1 participant) France (Intercultura: 1 participant| Bokra Sawa: 2 participants) The Republic of North Macedonia (2 participants) Slovakia (2 participants) Romania (1 participant)



### Venue

The CME will be organized in a leisure center venue outside of Tallinn named Oxforell Puhkekeskus (www.oxforell.ee). Accommodation will be provided in **shared rooms of 2-3 people of the same sex and mixed countries with mixed bathrooms.** During the training course, breakfast, lunch (which will often consist of a traditional soup and desert), dinner and 2 coffee breaks will be provided.

The event will take place in a conference room and in some outdoor working spaces if the weather allows. Please, **bring indoor shoes/socks/flipflops**, as we don't use outdoor shoes inside houses (& often even offices). The place also has a **sauna** (of course!) and a place to dip in the river, so make sure to bring your **swimsuit** if you want to enjoy an old sauna tradition in Estonia.

Towels and toiletries are NOT provided in the venue, so don't forget to take your own. As well as any medication you might need during the week.

The weather in June is still unpredictable in Estonia, so you are advised to take a raincoat, some warm sweatshirt and good shoes.

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.

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

There will be an **opportunity to go to the local little shop**, but don't count on a big variety of things. So you are advised to bring all the necessities with you. **We will spend the last night in Tallinn**, but if you will need extra snacks/personal items at the beginning of the week, then **make sure to buy them before our meeting**!

#### WHAT TO REMEMBER SO YOU WON'T BE DISAPPOINTED:

We will provide local homemade food, filtered coffee/tea during breaks, board games, helpful staff, a stay in Tallinn with some free time and motivation to learn. However, if you will need espresso, hairdryers, smoothie makers, guaranteed warm weather or 24/7 sauna, please bring your own! ;)



# 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 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 not reimbursable. Travel budgets according to the partner countries:



Note that **30EUR** are reserved for local transportation (arranged bus to/from the venue). Experience shows that reimbursement allowances are sufficient to cover your travel and local transportation if everything is booked in advance to/from Tallinn.

#### THE DEADLINE TO BOOK TICKETS TO TALLINN IS 20TH OF APRIL 2022.

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.



Practicalities I



#### **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 NGO.

#### **PARTICIPATION FEE:**

The CME has a participation fee of 20 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.



#### **ARRIVALS/DEPARTURE:**

Participants are required to arrive to Tallinn by 16:00 on 9th of June. We will organize a bus from Tallinn Central Youth Center to the venue and back. There is no public transportation to the venue, so we expect everyone to book tickets for the given times. As we will be in Tallinn, participants can leave anytime on the 15th of June



#### **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. You can consider staying at United Backpackers, Welcome Hostel, Fat Margaret's Hostel or Red Emperor Hostel.



Practicalities II



#### WHAT TO TAKE WITH YOU:

We encourage you to bring your **laptop**, **snacks and beverages** for the intercultural evening, **swimwear** for the sauna, a **raincoat** and **warmer clothes** for the outside and fulfilled **home tasks** (will be sent to selected participants).



#### **MEDIA MATERIAL:**

Pictures and videos taken during the CME 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.



#### **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.



WE ALSO HAVE THIS INTERACTIVE MAP FOR YOU TO FIND BEST PLACES & FIND US. CLICK IN THE ICON!



About Shokkin Group International

Shokkin Group International is a not-for-profit organization representing a network of youth organizations registered in April 2015 in Estonia. The network is composed of youth organizations, youth workers, free-lance trainers and institutions connected to youth and active on a European level.

The network enables its members to share and exchange practices connected with youth work, youth involvement and participation in the local and international communities.

Get to know more at www.shokkin.org!





PAVEL VASSILJEV Head of Shokkin Group Estonia and the Shokkin Group International network, Pavel works as an international trainer, especially on the topics of game-based learning, entrepreneurship, youth involvement and outdoor education.



**ANNA ARHAROVA** 

Graduate in marketing and international business administration, Anna works as a vouth worker in Lasnamäe Youth Center and as a project coordinator in Shokkin Group Estonia.



**OLALLA GONZÁLEZ** Project and communication manager, Olalla has been developing as a graphic facilitator and integrating visuals in her job during the last years in different educational activities aimed at youth and youth workers.



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#### LINK TO APPLICATION FORM

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**DEADLINE FOR APPLICATION: 10TH OF APRIL 2022** 

WE ARE VERY EXCITED TO HOST THIS CONTACT-**MAKING EVENT, SHARE EDUCATIONAL METHODS** AND BUILD FUTURE PARTNERSHIPS.

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

### **Shokkin Group**

International



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