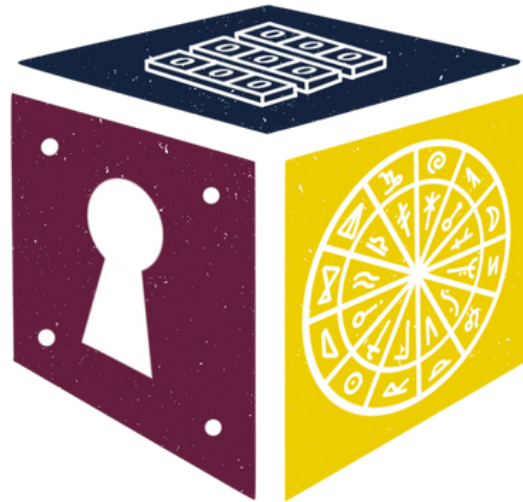




Erasmus+



# BREAKOUT BOXES

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## Training course Infopack

29th March–5th April 2023

Kaprálův mlýn, Brno  
(Czech Republic)



# About the training course

**An international training course on the use of game-based learning, escape room mechanics and out-of-the-box approaches in education.**

Over the last few years, games and **game-based learning** have been making their way into mainstream education.

Whether you are a **youth/social worker, youth leader, a teacher**, a game developer or somebody whose job description does not exist yet, we invite you to join, **explore and develop the games in order to support learning processes.**

Since 2016, we have been jointly running a series of trainings for educators working with young people focused on game-based learning methods in non-formal education. We enjoy innovation, and because of this we explored the potential of **escape rooms in experiential and non-formal learning, and we loved it.**

We were also aware of its limits, so after working with escape room methodology for some years, we decided it is time for a change. And right then and there we started to work on **breakout boxes**, an approach to escape rooms and game-based learning which allows you to hide an escape room into a box and play it simultaneously with large groups of people. **Do you want to try it too?**



## During this training, you will:

- Learn how to properly **facilitate and debrief game-based learning activities** with an emphasis on breakout box type activities;
- Have a chance to **develop and facilitate** your own **educational escape boxes**;
- **Explore game-based learning**, gamification and innovative approaches to non-formal education and experiential learning;
- Follow the steps of educational game development process and **create and test own game concept**;
- **Gain access to a wide set of resources** you can use in your own educational practice.

## Partner organisations:

- **Be International** (Czech Republic)
- **Shokkin Group** (Estonia)
- **Muovimente Societa** Cooperativa Sociale (Italy)
- **EduEra** (Slovakia)
- **Ticket2Europe** (Spain)
- **Sdrujenie "Nadejda-CRD"** (Bulgaria)
- **Biedriba Piedzivojuma Gars** (Latvia)
- **Asociatia "Un strop de fericire"** (Romania)



# Participant profile

## The ideal participant should:

- be over 18 years old
- be working with young people on regular basis (**teacher, youth worker, social worker, youth leader, educator, trainer, camp leader**);
- be interested in **bringing game-based learning into their own practice**;
- have **basic experience with non-formal education** or experiential learning;
- be a resident of **Bulgaria, the Czech Republic, Estonia, Italy, Latvia, Spain, Slovakia, or Romania** (There will be 3 participants per country)

**Apply for participation here by February 13th 2023:**

[Apply](#)





# Programme

The training will be based on **non-formal education methodology and experiential learning approaches**. Each day will be divided into 3 working sessions of 90 minutes, 1 working session of 60 minutes and 30 minutes of reflection. Optional evening activities are also offered.

The programme will include theoretical and practical inputs, as well as the opportunity for the participants to **try the role of the facilitator of a game-based learning activity** (in this case a breakout box type game. More detailed instructions about this will be shared to the selected participants 2 weeks before the training takes place in order to give them enough time to prepare).

**Training Course: Breakout Boxes, 29.3.-5.4. 2023, Czechia**

Time/Date	Day 1 29.3.	Day 2 30.3.	Day 3 31.3.	Day 4 .4.	Day 5 2.4.	Day 6 3.4.	Day 7 4.4.	Day 7 5.4.
09:00-09:45	Arrivals	Breakfast	Breakfast	Breakfast	Breakfast	Breakfast	Breakfast	Breakfast
09:45-10:00		Official Opening	Daystarter	Daystarter	Daystarter	Daystarter	Daystarter	Last Words and Departures
10:00-11:30		Teambuilding	Game Lab	Game development	Visual touches	Game Development	Test Evaluation	
11:30-12:00		Coffee break	Coffee break	Coffee break	Coffee break	Coffee break	Coffee break	
12:00-13:30		Game Based Learning	Escape Game Mechanics	Group Mentoring	Local Discovery	Final beta testing	Toolbox Creation	
13:30-15:30		Lunch	Lunch	Lunch		Lunch		
15:30-17:00		Youth Realities	Escape Game Mechanics	Design in Action		Last tweaks	Toolbox creation	
17:00-17:30		Coffee break	Coffee break	Coffee break		Coffee break	Coffee break	
17:30-18:30		Welcome and Getting To Know Each Other	Breakout Box – The Concept	Initial ideas	Game Development	Test event	Final Evaluation	
18:30-19:00			Reflection time	Reflection time	Reflection time			
19:00-20:00	Dinner	Dinner	Dinner	Dinner	Dinner	Dinner		
20:00-??	Setting Ground	Intercultural Evening	Game Night	Test Night	Night Shift	<b>TEST EVENT</b>	Farewell evening	

\*This program may be changed to a small extent.



# Venue

The training will take place in **Kapráluv mlýn**, a scout environmental education centre, close to Brno, Czech Republic.

Accommodation will be provided in spacious 2-story **rooms of 11-12 beds**. Breakfast, lunch, dinner and two coffee breaks will be provided every day.

**Towels and toiletries are NOT provided** by the venue, so make sure to bring your own, as well as any medication you might need during the week.

There is Wi-Fi in the venue, but from our experience it is not very reliable with larger groups. Just to be safe, **don't plan any important online meetings for the week**.

There will be **no daily opportunity to go to a shop**, so we advise you to bring all the necessities with you to the venue.





# Transportation

**Brno is easy to reach by direct buses and trains from Prague, Vienna, Bratislava.** For the best prices, we recommend checking **Flixbus** (buses), **Regiojet** (buses and trains) and **cd.cz** (trains).

**TIP:** The most comfortable way to get to Brno is through Vienna. Flixbus, Regiojet and Gepard Express depart several times a day directly from the airport to Brno. *Selected participants will be provided with more detailed information on reaching the venue by public transport and possible pickups closer to the training dates.*

**Participants are required to arrive in Brno on March 29th before 17:00 and depart from the venue on April 5th after breakfast.**

**The deadline for selected participants to purchase tickets is 23.2.2023**



# Reimbursement

Reimbursement of travel costs will be made by bank transfer based on the presented **tickets, boarding passes, invoices and other related documents and after proof of dissemination activities (see last page)**. Make sure to keep all the originals of the relevant travel documents with you.

**If needed by the time of the training, a PCR test will be also reimbursed if within the reimbursement limit.**

Participants from selected countries (see below) have a larger budget for travel costs in case their travel will be by **50% carbon neutral - green travel** (e.g train / bus travel instead of flying)

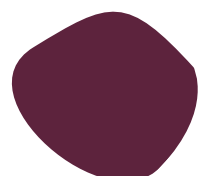
**The reimbursement limits per person are:**

**Czech Republic:** 23 EUR

**Slovakia:** 180 EUR (210 EUR in case of green travel)

**Estonia, Bulgaria, Latvia, Italy and Romania:** 275 EUR (320 in case of green travel)

**Spain:** 360 EUR





# 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:

There is a participation fee of **20 EUR collected in cash on the spot**. We will use it to cover the costs of extra physical materials for the training. If you for any reason cannot pay the fee, write to us and we will figure it out together:)



## Extra days:

**We cannot cover your stay before or after the training.** If you are planning to do so, please count on **paying for your own expenses**. You can spend a **maximum of 3 days** in any combination before or after the official arrival and departure dates in order to be eligible for the reimbursement.



## 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 all your **personal items** (hairdryer, needed medication, toiletries...) as well as **snacks and beverages** for the intercultural evening, **warmer clothes** for the outside and fulfilled **home tasks** (will be sent to the selected participants by the trainers).



## 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.



# Dissemination activities

After the training, **the participants are expected to:** facilitate an educational breakout box back on the local level using one of the developed breakout box **OR** run a workshop, seminar, or other educational activity on game-based learning and the use of educational breakout boxes.

**At least one event needs to take place** in every country within **two months**.

The sending organizations will support participants in **planning and implementing** the above-mentioned dissemination activities, which is an **essential condition** for the travel reimbursement process.



*Part of*

## **PLAYVERSITY**

Playversity is an online hub for educational games and playful educators. We strive to change the way learning is perceived by spreading the use of quality game-based learning solutions in the youth work and education fields.

If you are curious to dive into the world of educational games and game-based learning news and would like to interact with like-minded individuals, then join the growing online community of Playversity here:

**Take a look!**



[playversity.co](https://playversity.co)



[Playversity](https://www.facebook.com/Playversity)



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