

Hours	Day 1	Day 2	Day 3	Day 4	Day 5	Day 6
	Welcome	Boot camp	Into the abyss	Immersive actions	Exchange planning	Farewell
8-9	Arrival day	Breakfast 8-9	Breakfast 8-9	Breakfast 8-9	Breakfast 8-9	Breakfast 8-9
9-13		<p>Introduction: Facilities, goals, schedule, practicalities, who's in the room</p> <p>What is virtual reality and what does metaverse mean?</p> <p>Why and how is the topic of virtual reality relevant in youth work?</p>	<p>Basic info about youth exchanges and support questions to bounder</p> <p>Deep dive to virtual realities. (We actually could go scuba diving or to shark tank)</p>	Building your own space for youth work in metaverse	<p>How to plan a youth exchange using VR as one tool?</p> <p>What ideas we have?</p> <p>What can we do together?</p>	Departure
13-14	Lunch	Lunch	Lunch	Lunch	Lunch	
14-18	<p>Accommodation, reception, welcome orientation</p> <p>Getting to know the group</p>	<p>Getting ready!</p> <p>Setting up the gear</p> <p>Is the place safe?</p> <p>Virtual avatars</p>	<p>360° videos and pictures</p> <p>Games as a tool for youth work</p> <p>Accessibility: pros and cons</p>	Virtual reality vs. real life: what do we gain and what do we lose in both?	Wrap up: Group reflection, what have we learned, how I will use what I have learned	
19:00	Dinner	Dinner	Dinner	Dinner	Dinner	
20 ->	Setting your own learning goals, working with avatar	Reflection & Feedback	Reflection & Feedback Sauna	Reflection & Feedback	Reflection & Feedback Sauna	