

ERASMUS + Sport: Collaborative partnerships

**On/off-line basketball arenas.
Involving virtual coaches to the sports.**

Deadline for expression of interest: 23rd of June 2014

IDEA

Big populations of the world are growing up – and have grown up – together with video and computer games, in an era that is well described as the “Gamer Generation”. A number of recent researches study the relation between the “digital world” of the “digital natives” and the real world. It is pretty much accepted that everything in the digital world advances rapidly, and from this education couldn't be an exception. In terms of educating individuals and masses, its efficiency seems to be incomparable with that of real life education.

In this context, millions of people around the world – not only youth – are spending huge amount of money and time on sports video/computer games. Motor, cognitive, meta-cognitive, social, emotional, personal, and media competence are only some of those the gamers achieve to possess while enjoying themselves in front of their screens.

Nevertheless, this advanced “digital literacy” which succeeds to have the abovementioned educational impact, also results to high percentage of obesity. People tend to be more and more inactive in terms of physical activities, and “real” sports are becoming more and more pleasure for the eye and less for the bodies. Together with the high concentration of fat in the dietary customs of the majority of the “Westerners” and the sedentary life, the lack of sports results in high percentage of deaths due to cardiovascular diseases.

This project focuses on youth (18-30 years old) active in online basketball manager games. The focus on online gamers is justified by the fact that on-line games do not demand budget from their users, and therefore, their users may come from any social/financial background that can afford a computer device connected to internet. The focus on basketball has more to do with our personnel's experience and capacity in the sport, since our organization has been organizing 3 on 3 basketball tournaments every summer in the last 7 years, in Kalamata.

The idea of our project is to motivate young gamers – virtual basketball managers – in the off-line sport, give them the opportunity to have advanced training in actual basketball arenas, practice their skills in real game and maybe consider the option of accompanying their on-line pleasure with some off-line physical activity.

OBJECTIVES

- promote voluntary activities in sport, together with social inclusion, equal opportunities and awareness of the importance of health-enhancing physical activity, through increased participation in, and equal access to sport for all;
- promote a balanced and healthy lifestyle for young virtual basketball managers;
- promote a positive image of the computer/video games and their possible contribution in stimulating sport-friendly attitudes;
- tackle cross-border threats to the integrity of sport, namely match fixing, violence, as well as all kinds of intolerance and discrimination;
- offer to young graduates of physical education professional experience in coaching;
- support grassroots basketball
- promote international co-operation between organizations working with youth and sports organizations;
- research the impact of on-line basketball manager games in the general attitude of young gamers towards the sport.

EVENTS & ACTIVITIES

1. **January 2015:** KALAMATA, Greece: *Kick-off meeting*. Each partner will participate with one representative. During the meeting we will define the objectives of and the strategies for the implementations of the activities, and the process to be followed throughout the project.
2. **February-May 2015:** NATIONALLY: Researches in each partner country about the impact of on-line basketball manager games to gamers' attitudes towards basketball. The researches shall be conducted by professional social researchers and shall be designed in order to provide results that allow comparative analysis.
3. **June 2015:** ANY COUNTRY: Presentation of the results of the researches in a meeting organized by any partner.
4. **July 2015:** KALAMATA, Greece: Youth training for young graduates or undergraduates in the field of physical education (coaching, promoting healthy life styles etc). Connected with the 3on3 tournament during the International Street festival of Kalamata.
5. **September 2015-February 2016:** Monthly in-country trainings with young gamers and undergraduates or graduates of Physical Education Faculties.
6. **March 2016:** ANY COUNTRY: International seminar with the participation of 7 participants from each country (1 representative from each partner, 1 graduate or undergraduate, 5 gamers). During the seminar, we will start designing a basketball strategy in each country.
7. **May 2016:** ANY COUNTRY: International seminar with the same participants. Each country will have to present their game strategy and 1 other country will have to train its participants for 2 months, in order to play using this strategy in the International Street Festival of Kalamata.
8. **5 days in July 2016:** International basketball tournament (3on3). The participant countries will participate as part of an exhibition basketball (5on5). All teams will compete with each other in matches of 28 minutes (4 quarters of 7 minutes). Regardless of who wins the matches in exhibition tournament, for the purposes of the project, we will consider as winner the team which had designed the game strategy of the winning team.
9. **July 2016:** KALAMATA, Greece: Last meeting. Discuss the results of the project, evaluate the project, discuss about possible future co-operation.

CALL FOR PARTNERS

We are looking for partners from any country in the world. Partners shall have experience in sports, either in terms of organizing and implementing events or in terms of using sports as educational tool.

Partners' Responsibilities

- participate in the Kick-off meeting with one representative;
- organize and conduct the research in national level;
- present the results of the national research;
- organize and implement the in-country trainings;
- prepare and support participants for the international youth training in Kalamata, in July 2015;
- prepare and support participants for the international seminars in March and May 2016;
- prepare and support participants for the exhibition tournament in Kalamata in July 2016;
- participate in the last meeting with one representative;
- some of the partners shall organize and host: a. the presentation of the results of the researches in June 2015; b. the international seminar in March 2016; c. the international seminar in May 2016.