

TOPIC: Partnerships on Game-Based Learning & Game Education.

DURATION & DATES: 5 working days + 1 travel day in June/July 2020 .

PARTICIPANT NUMBER: 1-2 per country.

COUNTRIES: Erasmus+ program countries.

TARGET GROUP: Decision-makers, youth workers, educators, game practitioners.

***AIM:** 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 exchanging of best practices in game-based learning, building trust among organization representatives and developing a common cooperation plan among organizations.*

WHO ARE WE LOOKING FOR?

We are looking for organizations that fall in one or more of the following categories:

1. Are working with game-based learning and educational games;
AND/OR
2. Have experience in international cooperation and interest in game-based learning;
AND/OR
3. Are young organizations with interest in game-based learning & international cooperation.

HOW WILL THE CME BE?

The contact making event will provide space for networking, sharing developed tools and games, discuss the challenges faced by NGO's, develop concrete project ideas and ideas for setting up a network of support organizations working with game-based learning.

PARTNER CONDITIONS:

From each organization chosen to be partner we expect to have frequent **COMMUNICATION**, selection of **RELEVANT PARTICIPANTS**, **PREPARATION** of participants, assistance in **DISSEMINATION** activities.

PARTICIPATION CONDITIONS:

If the project will be funded by the Estonian National Agency for Erasmus+, the following conditions will be offered to participants:

- Detailed infopack, preparation package, homework for content and practical preparation for the training course, online application form for participants;
- Accommodation, food, materials, cultural experience, learning content and an experienced team will be offered to assist in the learning journey, Youthpass to certify participation;
- Reimbursement of international and local travel costs will be done according to the Erasmus+ rules and [SGI guidelines](#) (**made by bank transfer** to organization/responsible participant after the dissemination activities are held).

The hosting team is expecting partner organizations and participants to follow the next conditions:

- To contribute with a participation fee of **30 EUR**, which will be spent on the benefit of the activity; to buy extra materials for the course;
- To reserve an amount of travel reimbursement (up to 30 EUR) for local organized bus travel;

- Arranging travel in advance based on **SGL guidelines** for reimbursement procedures;
- To be at the venue for **specific arrival time and not to leave before the training programme** is over;
- **To keep the deadlines** set by the hosting team;
- To be in charge of arranging **own travel insurance** and checking own European Health Insurance Status (EHIC card);
- **To commit to preparation** for the training course content wise;
- **To actively participate** and be present **at all sessions** of the CME;
- **To sign** necessary administration documents, **fill out** participant reports, **write** short reports on dissemination activities.

In order to apply for this training course, please:

- **FILL OUT THE PARTNER REQUEST FORM** (deadline 15.09)
- After filling out the form please send the usual **PIF** form to gameexchangeeme@gmail.com

By filling out the partner request form and in case of being selected, the organization and contact person commit to take and fulfill responsibilities of a partner organization and support the coordinating team.