

GAME CHANGERS



**Training Course on
Gaming and Youth Work**

**26/05/2023 Gravina in
31/05/2023 Puglia, Italy**



1. PROJECT RATIONALE



WHY GAMING?

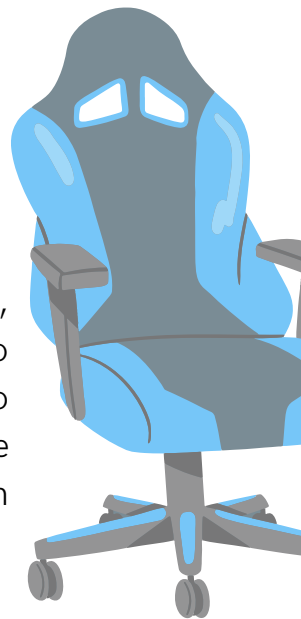
Video gaming has long been a mainstream hobby and yet it reached absolute heights in terms of spending and user engagement during the initial outbreak of the global COVID-19 pandemic. Players worldwide turned to gaming as a new or comforting hobby, to connect with friends and family, or to make new friends while various social distancing mandates were in place around the globe.

As the world is slowly moving towards a post-pandemic mindset with all the factors that determine a post-boom industry, revenue projections for the video gaming industry are normalizing too after the double-digital growth in 2020 and 2021. Despite this, global video game industry revenues are set to surpass 200 billion U.S. dollars for the first time in 2022.

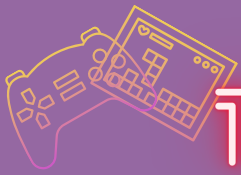
GAMING, STREAMING AND ESPORT

In 2022, the number of gamers worldwide was estimated at three billion. Also, playing video games is not the only way to engage with the medium – gaming video streams produced by professional video content creators are also a popular way to engage with video games. Major streaming platforms such as Twitch or YouTube Gaming Live saw significant growth in streamers, audiences, and content from 2020 to the beginning of 2021.

Video gaming is not only a solitary endeavor or social pastime with friends – there are also eSports, which are organized multiplayer gaming events, mostly between professional players. There is usually a series of tournaments that culminate in championships, both at a regional and a international level. The growth of streaming and eSports are strongly connected, and the top tournaments draw millions of enthusiasts and casual viewers alike.



Source: *Statista.com*



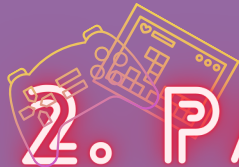
1. PROJECT RATIONALE

WHY THIS TRAINING?

Taking a look to the previous data and statistics, gaming is an activity that involves large slice of youngsters all around the world. An activity that is not only a tool for entertainment, but also for socialization and education, capable of developing players' intellectual abilities. However, especially in Mediterranean culture, video games are associated with an idea of alienation and isolation. An idea that is perhaps not totally unfounded, but one that does not come to terms with all the positive opportunities offered by the world of gaming.

As a youth worker, it is important to, at least, be aware of the impact of gaming on the youth community and, at best, use it as an educational tool. The objective of this training is, therefore, first, to develop a knowledge and awareness about the world of gaming, exploring its different facets and ramifications; second, to discover its different applications in Youth work.





2. PARTICIPANTS PROFILE

A COURSE FOR BEGINNERS

This is a training course for beginners, not recommended to youth workers with an advanced knowledge about the topic of digital gaming. On the contrary, this course is strongly recommended for youth workers, educators, teachers and youth leaders with little knowledge of the subject (preferably 0) and a desire to discover its usefulness in the youth work field. In particular, this training course is super recommended for all those who already use analog games in their youth work practices (board games, cooperation games, role games, etc.), but who never explored the digital side of gaming.

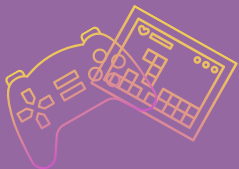
REQUIREMENTS AND RECOMMENDATIONS

The age requirement is +18 years old, with residency in an EU country. It's strongly recommended to bring a laptop or a tablet.



3. ACTIVITY PLAN

<p>Lunch time: 13:30 - 14:30</p> <p>Dinner time: 20:00</p>	<p>The programme is provisional. It's composed of 3 sessions, 2 in the morning and 1 in the afternoon.</p>		
	Morning Sessions		Afternoon Ses.
	9:30 - 11:00	11:30 - 13:00	15:30 - 17:30
Friday 26th May	ARRIVAL DAY		
Saturday 27th May	Get to know each other and introduction to the course	A game about gaming	Let's discover the city with <i>Action Bound</i>
Sunday 28th May	Let's play! Gaming experience session	Digital gaming as a tool and resource in YW	Group activity: how would you use a game in YW?
Monday 29th May	Let's play! Gaming experience session 2	eSports and social media in Youth Work	Our <i>eSports Tournament!</i>
Tuesday 30th May	Let's take a coffee: future connections and cooperations	Evaluation Session	Packing and free time
Wednesday 31st May	DEPARTURE DAY		



4. THE TRAINERS



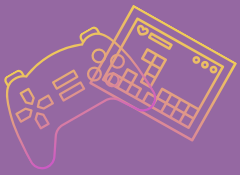
JOUNI
SILVENTOINEN

My name is Jouni Silventoinen, and I'm from Finland. I'm 35 years young and live in a family of 3. I've been working in the field of Youth Work since 2008, and I've always had a digital mindset in my approach to work. Gaming is something I'm very passionate about, and I hope to spark the same kind of enthusiasm for using games in youth work during this training course!



MARCO
LORUSSO

I'm Marco Lorusso, a 25 years-old guy from the south of Italy. After my Master degree in Political Sciences and Sociology, I started to work as a Youth worker and project coordinator for Link association. I'm deeply interested in the application of music, games and digital tools in Youth Work. Currently, I'm also working for Puglia regional government in the implementation of youth policies.



5. CITY AND SPACES

THE CITY

The project will take place in Gravina in Puglia (Bari), a true gem of the south of Italy.



ACTIVITY SPACE

Activities will be held at "Officine Culturali: Peppino Impastato" an urban and cultural laboratory in the center of Gravina in Puglia.

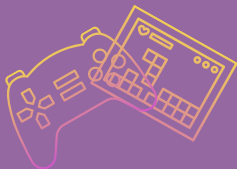
ACCOMODATION

Participants will be hosted at "Le quattro fontane" B&B, in the heart of Gravina's old town in double or triplet rooms, with a participant of the same gender.

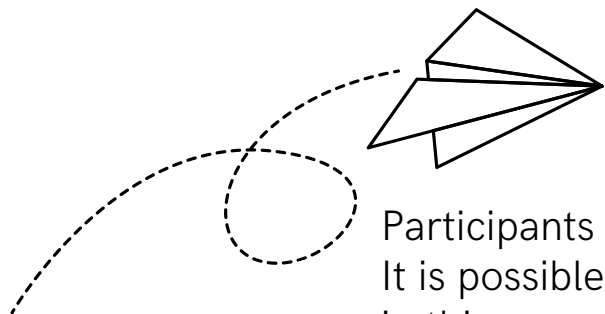
See some pictures [here](#).

Address: Via Marconi, 2, Gravina (BA)





6. THE TRAVEL



HOW TO REACH US

Participants must arrive by 8 p.m. on May 26. It is possible to arrive up to two days earlier. However, in this case, the accommodation expenses of the extra days will not be covered by the project. Departures are on 31st May after breakfast.

The best option is to fly to Bari. Depending on your arriving time you can take a bus from the airport to Gravina (time schedule [here](#)) or go to Bari Centrale (time schedule [here](#)) and from there take the regional train FAL (time schedule [here](#)).

REIMBURSEMENT



Travel, board and accommodation expenses are covered by the European fund. Regarding the travel, the expenses will be reimbursed within the limits of the following ceilings:

- 100 - 499 Km = € 180,00
- 500 - 1999 Km = € 275,00
- 2000 - 2999 Km = € 360,00

To get reimbursed, you need to send us scan version or e-mails, at the end of the project, all the documents related to the travel (tickets, invoices, receipts etc.).

7. HOW TO APPLY AND CONTACTS



Do you want apply? Please, fill the form you find [here](#) by the 1st of March!

For any specific requests, don't hesitate to contact us:

+39 3348138197 (Marco)
link@linkyouth.org