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| **Partner Organisation** | |
| **PIC** | **901146103** |
| **ORGANISATION ID** | **E10060467** |
| Full legal name | GENCLIK ZEKA OYUNLARI VE KODLAMA DERNEGI |
| Acronym | KOZDER |
| VAT | 3930984080 |
| Department (if applicable) |  |
| City | KILIS |
| Country | TURKEY |
| Web site | www.instagram.com/kozder2018 |
| Email | [Kozder2018@gmail.com](mailto:Kozder2018@gmail.com) |
| Telephone | 00905535934573 |
| **Profile** | |
| Type of Organization | NGO/Non-Profit Organization |
| **Background and Experience** | |
| Please **briefly present** the partner organization | |
| Our foundation was established in January, 2019.It has 1 center in Kilis, Turkey and 50 volunteers. First activity of Our association is to create a game marathon between refugees and Turkish children. The association focuses on games activities in the evaluation of leisure time, which has become a social and individual need, to organize competitions and similar activities consisting of intelligence, mathematics and logic games, to identify, develop and become knowledge society for individuals to use knowledge creatively. To make projects to accelerate the process, to contribute to the creation of products that will use the collective intelligence that will be needed by the information society, to make projects in the fields of youth, education and culture, sports and mind games, to organize activities, competitions, tournaments in various sports fields and to give trainings to young people, and to spread intelligence games. to develop, to promote intelligence games and work to increase the level of success and to provide support to the people and organizations that work on this issue tour. The association also focuses on integration of refugees in Kilis, where there is 200.000 registered refugees. Our aim is to make connection between Turks and Refugees with the games.  Aims and Objectives:  KOZ-DER was established to enable and develop the youth information and youth work. We are aiming to  establish new partnerships with individuals and organizations which are working in this field, take  responsibility to be executive and develop their activities which will be implemented via cultural, sport  and art activities.  Organisation directs its work mainly towards the target group consisted of especially socially and  economically disadvantaged young people aged 15-30.  **Activists with the following aim(s);**   1. to fight with hate speech, exclusion and ethnocentrism and xenophobia 2. Supporting personal and social development of young people 3. Promoting active citizenship and democracy among the society 4. Encouraging young people to take initiative and participate in democratic life 5. inclusion and integration activities for disadvantaged young people and immigrants 6. To carry out researches for the activation and development of children activities, 7. To teach and disseminate robotic coding and intelligence games. 8. To raise awareness about environmental, educational and social problems of children, young people and people of the city by acting in partnership with the National Education, Municipality, University and other NGOs in our city. 9. To participate in tree planting activities in certain places with children and youth, to organize informative seminars on this subject. 10. To create awareness on "recycling" by designing games and robots from waste materials as well as brain games and Robotic coding effectiveness. 11. To develop and spread intelligence sports, 12. Making studies in order to educate more beneficial individuals to the society by giving various trainings in the fields of coding and software, 13. To establish platforms to realize a common goal with other associations or foundations, unions and similar non-governmental organizations in areas. 14. To make projects in order to create an environment for the refugees who live in Kilis. | |
| What are the **activities and experience** of the organization in the areas **relevant for this application**? | |
| Our foundation working with refugees by using games and coding in order to integrate them to the society. Our foundation make a protocol with Kilis provincial directorate of National Education. We are trying to integrate Syrian refugees and Turkish people to use intelligences games and coding. The association is currently involved in the implementation of a number of projects also as partners, with topics ranging from social inclusion, youth unemployment and using LARP Method as ways to deal with subjects that are considered sensitive in our daily lives. We are also developing projects that aim to fight unemployment within groups that suffer from social exclusion.  We do many seminars on rights of refugees and course for learning on intelligences games and trying to teach youth coding and software.  We will adopt the following means:  - Holding meetings, seminars, conferences and dialogue with young and various components of civil  society.  - Holding scientific, cultural, sports, artistic seminars, events, also making training courses, and  awareness campaigns.  - Organizing participatory workshops and proposing reform programs that enhance the goals of the  organization.  - Work to achieve studies, research and opinion-sounding campaign is that serve the organization's  goals.  Two the main activities of our projects are:  1. Educational projects :  - trainings of leadership for a better change in society among young people  - schools of human rights covers human rights, civil rights, gender equality  - trainings of trainers in the field of youth work  - trainings of peace building and conflict transformation  - camp of arts  - trainings of development of business competencies and unemployment issues  - schools of project management  - youth work camps.  2. Social projects:  - support for people with disabilities and with fewer opportunities and refugees  - support campaigns for against limitations on human rights  - ecological events, energy efficiency and savings.  The vision of KOZ-DER is to produce universal knowledge, to contribute to society by educating qualified  students, by providing quality Our target group  1.Migrants and minorities  2.people with disabilities and disadvantaged  3.Local stakeholders  4.Tourism stakeholders  In order to solve environmental problems, we organize cleaning works and Tree planting meetings and Seminars in cooperation with the National Education and the Municipality. We carry out awareness activities about the collection of recycling wastes. We work with the university to raise awareness of our youth on this issue. Our association became a partner in the project named Ka105 youth exchange GAME ON, which was approved in Romania in 2019. This year, it became a partner in the project named RECYCLE, which was approved in Italy.  In addition, our association is a leading institution accredited within the scope of the European Solidarity Program Youth Program Volunteer Activity Quality Certificate (ESC50). In this context, our association, which is accredited, will soon begin to produce and implement projects in the field of ESC. Our association has been accredited as a Quality Certificate Supporter role. | |
| Please give information on the key **persons** involved in this application and on the **competences** and **previous experience** that they will bring to the project. | |
| The Association attaches great importance to motivating, training, developing, rewarding and benefiting from their development with the awareness that achieving corporate goals is a successful human resources management.  The key staff involved in this project are people that have already wide experience in the field of learning mobility and that have already participated and organized youth exchanges, youth workers mobility and EVS projects. The staff includes: teacher, youth helper, sociologist, IT expert.  All the person in the KOZDER team: are able to communicate fluently in English; are competent on non-formal and informal education and learning outcomes validation; are acquainted with European policies and programmes.  KOZDER staff has developed skills in monitoring and evaluation and project management due to academic and on-the-fields experience especially with the implementation of complex and wide learning mobility and active citizenship projects in the framework of EU centralized actions. KOZDER is working actively in the field of youth work to find solutions to problems of youth. KOZDER will be organized some local events and participated in international projects to suggest a solution for integration problem of refugees.  Our Project team are;  1) Our Coordinator: He plays a key role in the team. He has experience in this field. He has successfully completed the training courses and experiences. He gained during his studies abroad and at the National Agency and other institutions in the fields of project writing and execution. In 2014-2016 he completed his Language course and MA in England. He has an advanced level of English and this project has an important role. Besides, he is an active teacher who took part in many projects in the country and participated in many trainings. Our coordinator, who is interested in European culture, also had the opportunity to visit many countries in Europe. Besides, our coordinator is also an expert in technology and active in social media. He is constantly following the innovations and his creative personality predominates.  2)Our team member, who loves research, is open to innovations and who uses Information Technologies at the highest level, has many contributions to the project. The project itself will also play a role in technical and informatics. Especially, He has experienced on foreign students have concrete experiences in the integration of the Turkish Education System.  3) Another team member will involve in issues related to the dissemination and sustainability of the project. He is well aware of the administrative staff of the media and non-governmental organizations in Kilis. Therefore, it will have an active role in the sustainability and dissemination phase of the project. Our manager also has experience in the integration of foreign students. | |
| **Legal Representative** | |
| Title | MR |
| Gender | Male |
| First name | Muhammed |
| Family name | Şahin |
| Department |  |
| Position | President |
| Email | [Kozder2018@gmail.com](mailto:Kozder2018@gmail.com) |
| Telephone 1 | 00905056299733 |
| **Contact Person** | |
| Title | Mr |
| Gender | Male |
| First name | Halil |
| Family name | Özkaraca |
| Department |  |
| Position | Coordinator |
| Email | [halilozkaraca@gmail.com](mailto:halilozkaraca@gmail.com) |
| Telephone 1 | 00905535934573 |

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| **Selection of Participants** | |
| What beneficiaries of your daily activities would you like to select for this project? | Our all activities in local is suitable for the design of the project. Because there will be many games that will be created and adapted. We will use those games in our activities. |
| What criteria will you use in selection of the participants? | We select the participants with regards to these criteria;   1. curios and creating a game and have experience on sexual education 2. participating game and gamification seminar organized by Turkish NA 3. Among our volunteers 4. Works with children |
| **Participants with Fewer Opportunities** | |
| Does your project involve participants facing situations that make their participation in the activities more difficult? | No, the participants will participate whole time of the project. |
| How many participants (out of the total number) would fall into this category? | 5-10 |
| Which types of situations are these participants facing? | Language barrier |

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| **Group preparation**  *Please provide concrete details regarding measures you will take to prepare your participants before the project.*  *Example: Meeting prior to departure, contracts, presentations and involvement in local activities prior to project.* | |
| How will you prepare the participants for their active participation? | We already do many activities on games and gamification. After the projects is approved, we will give a seminar on living condition and culture. Our Vice President who is a English Teacher will give English course to the participants. We will give the emergency number of Turkish Embassy in project venue. We will support them whole time via whatsapp and email. |

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| **Visibility, impact, dissemination and exploitation of results, multiplying effect, follow-ups,…** | |
| How will you contribute to these elements of the project? (please write specific indicators of impact and dissemination) | We have many experiences on games. Our organization make many game marathons in local. We are also creating a game for refugees in order to integrate them to the society. After the project, our participants will give a seminar about what they gained and created. We will help to become prevalent the result of the projects . |

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| **What are the needs of your organization in relation to the current project?**  *Based on the information provided, what do you believe are your needs in connection with the project?* |
| Our need is to create games for refuges and children to integrate them. We want to solve the local problem which is that there is a tension between Turks and Refugees. We believe that games are demolish this tension between children. |
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| **What will your organization obtain from this project? What will the impact on your organization be?** |
| Our organization will be participated the first international project. Our local volunteers will go to Europe first time. They will have chances to see different cultures and places. Our organization will have good reputation in local area. We will get more volunteers and more projects. |

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| **Have you received European funding in the last 12 months?**  *Please provide information regarding the programme, year, name and contract details.*  *Example – Erasmus+ - 2018 – You Too Can 2 – RO-02-KA105-049765* |
| NO |