

## Training for Trainers – Call for participants

March 30<sup>th</sup> – April 4<sup>th</sup> 2022, Timisoara (Romania)

*We are happy to invite civic educators, youth workers, and young people who are interested in learning how to use our brand-new DEMOGAMES to design and implement educational processes around Democracy.*

### Training for trainers

The training for trainers is an offer to experience game-based learning and reflect on it, to reflect on various concepts of democracy and search for the common ground, and to learn how to use games in general and in particular the games of the *Democracy Game Box* to educate youth about, through and for democracy. It is suited both for experienced facilitators as well as for people who wish to start training others. The training for trainers is conducted by a team of facilitators and co-authors of the games in the *Democracy Game Box* with an interdisciplinary background and experience both in facilitating, training of trainers, and designing educational processes.



### Participants' Profile

- Interested in facilitating educational processes about democracy using educational games (with or without previous experience)
- Basic knowledge of English (at least level B1).

### What you will learn:

Participants will get hands-on experience with the Democracy Game Box and learn how to use these games for educational purposes in their own settings. To this end, you will

- learn by experiencing games on democracy and experiential education settings;
- learn about competences for a democratic culture;
- learn about democracy and through democratic processes and approaches;
- learn by designing and facilitating game-based educational sessions yourself;
- learn by intercultural exchange with peers from different European countries.

### Travel and Accommodation:

Unless you already live there, you should travel to Timisoara (Romania) on March 30<sup>th</sup> and leave on April 4<sup>th</sup>. The program will take place from March 31<sup>st</sup> to April 3<sup>rd</sup>.

Meals and accommodation (single or double rooms) will be fully covered by the organizers. Traveling expenses will be reimbursed by the sending organization up to a maximum amount of 275 Euro upon presentation of the travel documents and boarding pass (physical copies where possible) after the event.

Please note our Covid-19 Disclaimer and book your travel with a cancellation option. We cannot reimburse travel costs if you did not actually travel.

### **Application Procedure**

Please fill in the online form available at this link: <https://werkstatt.demokrative.ch/index.php/apps/forms/E98fKCEixyyzcSYE> by February 14<sup>th</sup>, 2022 (23:55 CET). Successful applicants will be informed by February 16<sup>th</sup>.

### **COVID 19 Disclaimer**

The organizers are aware of and monitoring the developments around the COVID 19 pandemic closely.

The Training-of-trainers event is planned as an in-presence event. Please do not apply if, given the current challenging circumstances, you do not wish to travel to Timisoara.

Participants must be in possession of a valid EU Covid-certificate based on vaccination. The organizers strongly recommend participants to get a booster vaccination before travelling. Participants are invited to monitor the legal travel requirements of their country of departure and Romania. The organizers closely monitor the evolvement of travel rules and provide assistance.

The organizers will provide for the necessary safety measures (e.g., individual protection and physical distancing). Selected participants will be informed about the safety measures, both for travelling and the event in Timisoara, and about the contingency plan, in case evolvement of the pandemic impedes realization of the event and/or the presence of single participants.

### **The Project DEMOGAMES**

The project “Democracy and Games: Analog and Digital Game-Based-Learning Tools for Youth Work” (DEMOGAMES) develops educational games, methods and materials for democracy education in non-formal youth work. The project is based on the didactic, educational approach of game-based learning and applies it to teaching young citizens about, through and for democracy. One of the main project outputs is the ***Democracy Game Box with six analogue and two digital educational games.***