



**Fueling Innovation in  
Non-formal Education**

## **PARTICIPANT INFOPACK**

**Cagliari, Italy**

**From 21<sup>st</sup> to 27<sup>th</sup> of September 2020**



Funded by the  
Erasmus+ Programme  
of the European Union



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# Fueling Innovation in non-formal Education

**Mobility of youth workers: 21<sup>st</sup> – 27<sup>th</sup> September, 2020**

## Cagliari, Italy



This project is a mobility of youth workers under the [Key Action 1](#) Programme and it would like to encourage the exchange and innovation of established best practices between youth workers on the topic of gamification. The aim of the project is to bring new perspectives from different European regions for improving the tools used in youth non-formal education based on the youth target demographic.

For one week, the project will foster communication between the participants on improving the gamification based tools they use when working with youth. Everyone will receive feedback on the implementation of their gamification tools from other European countries working with a specific demographic of youth.

## Objectives of the project

- To create an environment for discussing game-based learning
- To stimulate the innovation of currently established game-based tools
- To encourage the expansion of demographic outreach from gamification tools
- To amplify the effectiveness of game based learning tools by youth educators

- To highlight the realities of youth persons involved in gamification
- To discuss the utility of gamification for creating an open-dialogue setting

## Methodology

Non-formal education methodology in combination with gamification and role-play will be used in different activities within the implementation of the project.

## Participants

The project will involve 24 participants (2 participants from each country) from ten different countries: Italy, The Republic of North Macedonia, Slovakia, Hungary, Finland, Latvia, Germany, France, Serbia and Romania..

Additionally, **Italy** and **The Republic of North Macedonia** will provide one project facilitator each.

**Participant profile:** Youth workers that use gamification tools, are eager to receive and provide constructive feedback for their tools and modify them to engage the community of youth involved with routinely playing games in their everyday lives. Gender balance of participants must be maintained.

**Selection Process:** The selection of participants will be done through cooperation of the hosting and sending organizations according to the participant profiles in the application form. The selection will be finalized by the end of 15<sup>th</sup> of September, 2020.



Participants **MUST** fill out this [application form](#)  
In order to enter the **Selection Process**



Selected participants should join this [Facebook group](#)  
to communicate with other participants

# About the Venue



[Hostel Marina](#), Scalette San Sepulcro 3  
Cagliari, CA 09124



+39 070 670 818



The activities and accommodation will take place in **Hostel Marina**



Participants will be accommodated in quadruplet rooms (2 persons) according to Covid-19 measures, divided by gender



The Hostel has access to Wifi, there are also a lot of bars, cafes and restaurants in the area with accessible Wifi



Participants will have guaranteed dishes (breakfast, lunch, dinner) and two coffee breaks per day (mid-morning and mid-evening)

Please note that the breakfast is sweet and all dishes will reflect Sardinian cuisine in all caterings around the city center

## How to arrive to Hostel Marina

**Arrival day:** 21<sup>st</sup> of August, 2020

**Departure day:** 27<sup>th</sup> of August, 2020

Participants will land in Cagliari-Elmas airport

The airport is connected to the city center via a train

Participants need to buy a train ticket from an automated

machine at the airport to get to **Piazza Matteoti** (the train stop)

Staff from TDM 2000 International will wait for the participants

at Piazza Matteoti to bring them to Hostel Marina

If you arrive later than 23:00, the only way to reach the city is by taxi (20-25euro)

Please ask for RICEVUTA (invoice) so that we can reimburse you

## Financial procedure for travel reimbursement



Do not buy any ticket without our confirmation. Before buying the tickets, you should always send the travel plan of the participant for our authorization so you may proceed. **Tickets should be bought with insurance for cancelation to prevent any inconvenience.**

The Italian National Agency is not accepting any stopover in any city around Europe or Italy. In case you would like to book a ticket to arrive before the project or stay more time after the project, it has to be agreed with the hosting organization.

All the amounts foreseen by the project were calculated according to the official address of each organization:

Country	NGO	Participants	Travel Grant per participant
Italy	TDM 2000 International	3 (1 fac.)	0
North Macedonia	CID	3 (1 fac.)	275€
Slovakia	SIEDAS	2	275€
Hungary	TIA	2	275€
Finland	Allianssi	2	360€
Latvia	Baltic Regional Fund	2	360€
Germany	Horizont e.V.	2	275€
France	Association Intercultura	2	275€
Serbia	Association luventa	2	275€
Romania	Dreambox	2	275€

**NOTICE:** The travel reimbursement will be done by bank transfer only to the partner organization accounts for their group of participants, according to the rules by the National Agency.

The reimbursement will be done **ONLY** when the following steps are done:

- Collect and provide the invoices; tickets (there must be a price and name of the person stated on it); with all boarding passes
- Mobility report filled by the participant

**Upon your request** we (TDM 200 International) may buy the tickets of the participants once your national group has been completed. If this is the case, we ask that participants complete the application form for logistical reasons; we trust that the participants will be coming, and all participants will have to collect their boarding pass essentials for any check from the National Agency and needed by Erasmus+

The electronic version of the tickets can be sent to [fine.progetto@gmail.com](mailto:fine.progetto@gmail.com)

# Practical Information

## What to bring



**Personal belongings** and **personal care products** (shampoo, toothpaste etc.) as these products are not provided by the hostel.

**Medicine** that you might need if you have a medical condition.

**Covid-19 Mask** is essential.



**One gamification-based tool** (communicate with your organization on which tool will be selected) per country that will be tested out and innovated during the project to reach a wider audience.

At least one **laptop** per country, in order to develop the project results and record feedback in an efficient manner.

## Insurance



It is mandatory that each participant has the European Health Insurance Card (E111 card) or another health insurance for the period of the project. Health Insurance is not provided and it will not be reimbursed by the organizers.

## Weather



September is the one of the hottest months in Cagliari and the temperatures range from 18 degrees Celsius to 28 degrees Celsius.

# SEE YOU SOON IN CAGLIARI!



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## Contact us



Group “Fueling Innovation in Non-formal Education (FINE)”



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