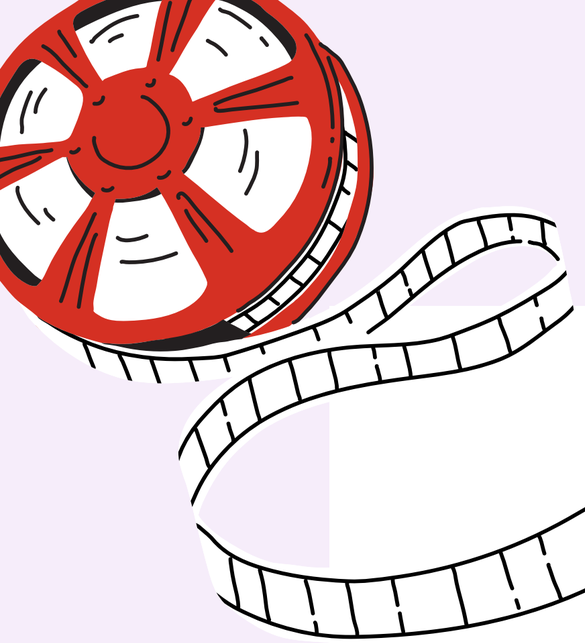
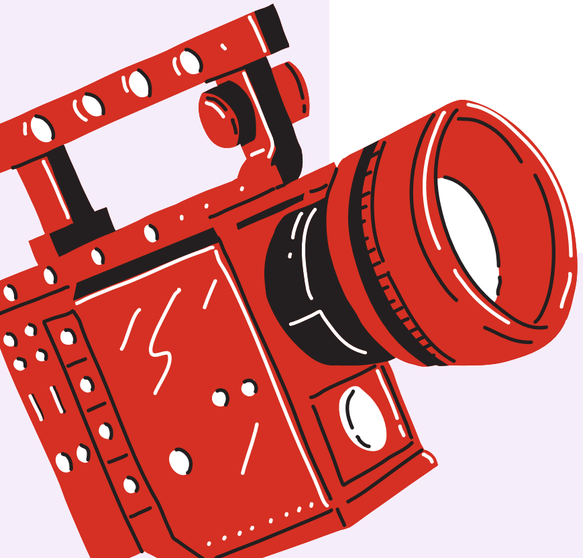






MoviEUmakers

Youth Exchange
8-12 September 2025
Report







More about the project



The MoviEUmakers youth exchange is designed to guide young people when exploring the European Youth Strategy (2019-2027), the 11 European Youth Goals and the core EU values (human dignity, freedom, democracy, equality, rule of law and human rights). The project aims to empower young people by increasing their knowledge of the European Union and engaging them with topics concerning youth through storytelling and moviemaking.



Funded by
the European Union

Partners

Hosting organisation:
Foundation for Entrepreneurship, Culture and Education, Bulgaria

Partners:
SFERA, North Macedonia
MULTI KULTI, Romania
Creative Youth Academy, Hungary



Funded by the European Union. Views and opinions expressed are however those of the author(s) only and do not necessarily reflect those of the European Union or the European Education and Culture Executive Agency (EACEA). Neither the European Union nor EACEA can be held responsible for them.

Venue

The YE MoviEUmakers took place at Golden Sands seaside resort on the Northern Bulgarian Black Sea coast. The chosen accommodation was Detelina Hotel. It proved to be an ideal place for conducting the activities as it is located away from the big city, making it easy to work outside and enjoy the last sunny days of the summer.

22 young people aged 18-30 took part in the exchange, from four European Countries: Bulgaria, Hungary, Romania, and North Macedonia. The participants arrived at the hotel on 7 September and left on 13 September.



Learning Objectives



1. To raise awareness of the creative ideas of young people through digital storytelling and filmmaking.

2. To support participants when acquiring new knowledge and skills on adopting moviemaking as a tool to engage and empower young EU citizens.

3. To promote the European Youth Strategy and the European values through digital storytelling and the creation of short films.

4. To raise awareness of the importance of youth voices in shaping new European strategies towards the better integration of young people into society.

Reached Results

1

Participants gained a deeper understanding and new knowledge about the European Union, its values and goals in the field of youth.

2

Empowered young people to become active European citizens and participate in the democratic life of Europe.

3

Participants enriched their understanding of storytelling and moviemaking.

4

Participants are more aware of the importance of youth activism and the use of moviemaking when giving voice to their peers

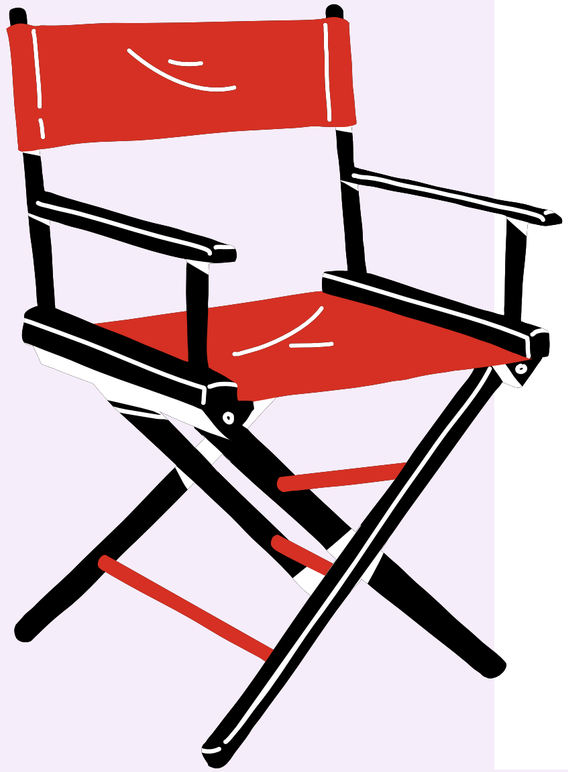
5

Participants improved their intercultural, collaboration and creative competences.

6

Participants recognised moviemaking as a tool to promote their messages related to the future of young people in the EU.

What are storytelling and moviemaking?



In this activity, the participants worked in groups to create definitions about storytelling and moviemaking. Firstly, they brainstormed on individual keywords that describe storytelling. Then, they grouped into pairs and created common definitions. In the last phase, they formed bigger groups to discuss and rewrite their definitions. Moviemaking was defined by combining keywords that each participant wrote on a flipchart paper.





Group 1

Storytelling is narrating a plot in a sequence leading to imagination and visualisation of characters in various scenarios set up in spaces such as theatres, intending to involve the audience through relatability.

Group 2

Creating an interesting story made with imagination, passion, fantasy and patience that expresses your emotions through a beautiful voice with an intro, plot and climax in a certain content and culture within a timeline.

Group 3

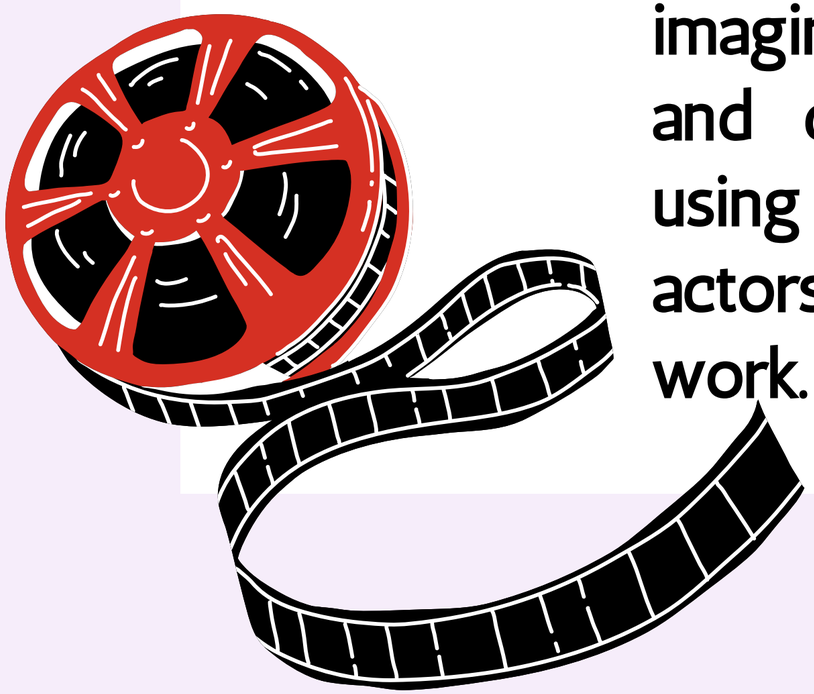
Storytelling is a method in which people express their feelings, emotions and experiences about something that may be based on a real event. Moreover, imagination creates a structure that builds up to a cliffhanger.

Group 4

Storytelling is a way of sharing one's experiences in a short and creative manner. The characters are outlined with many adjectives using imagination. The storyteller has to have a well-defined timeline and a unique voice, building suspenses and giving it a good ending.



Moviemaking is a creative process of scriptwriting, directing and producing of real or imaginary scenarios to entertain and captivate the audience by using VFX and SFX involving actors and producers in a team-work.





Blind Director

Group 1

In this group activity, the participants had to tell a story by taking photos. Each of them had a role - Director (communicating with the navigator), Navigator (arranging the scenes and giving guidelines to the actors and the photographer), Actors and Photographer. No direct conversation between the directors, the actors and the photographer was allowed.







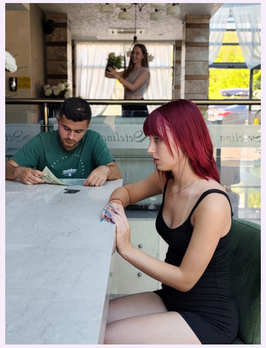
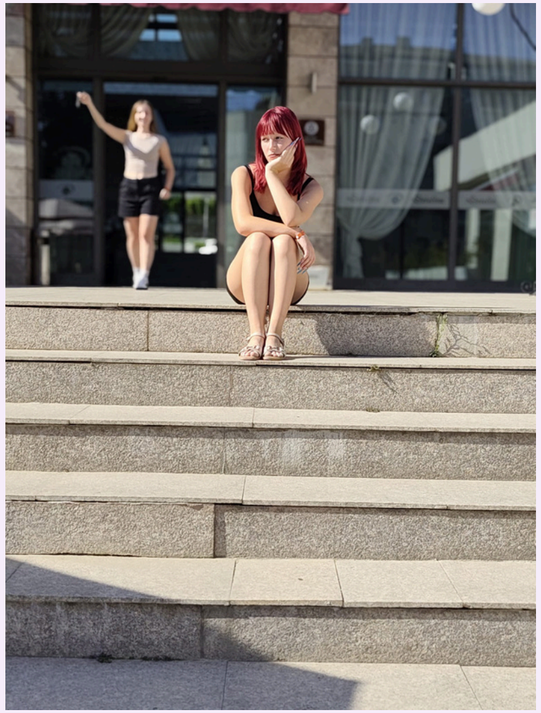
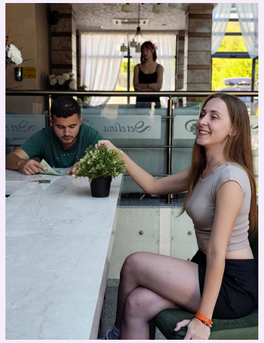




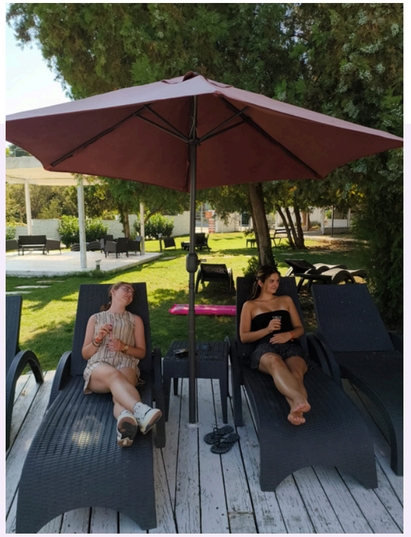
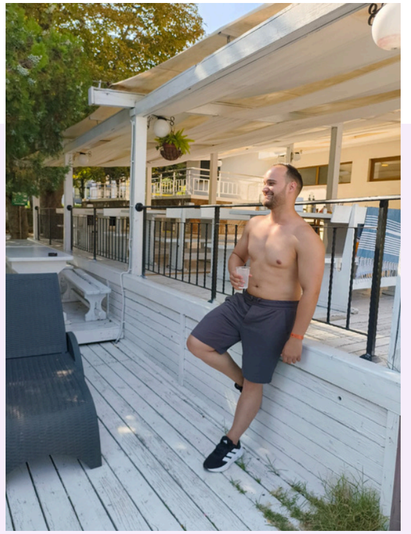
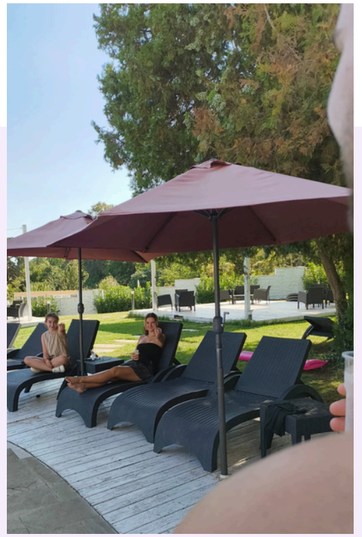


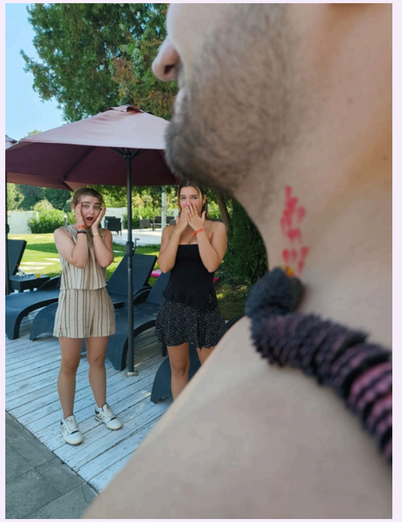
Blind Director

Group 2


Group 3

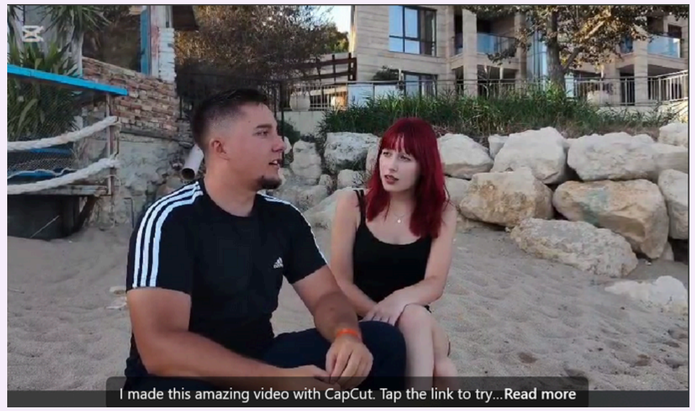




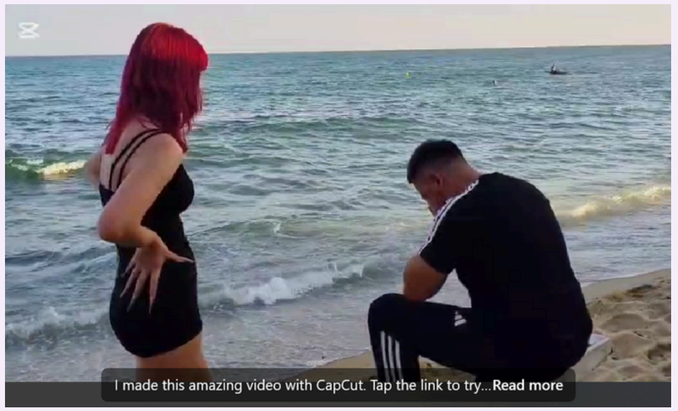


Act It Out

In this group activity, the participants filmed short videos about their favourite European Youth Goal. The chosen goals were:

- Mental Health and Wellbeing
- Sustainable Green Europe

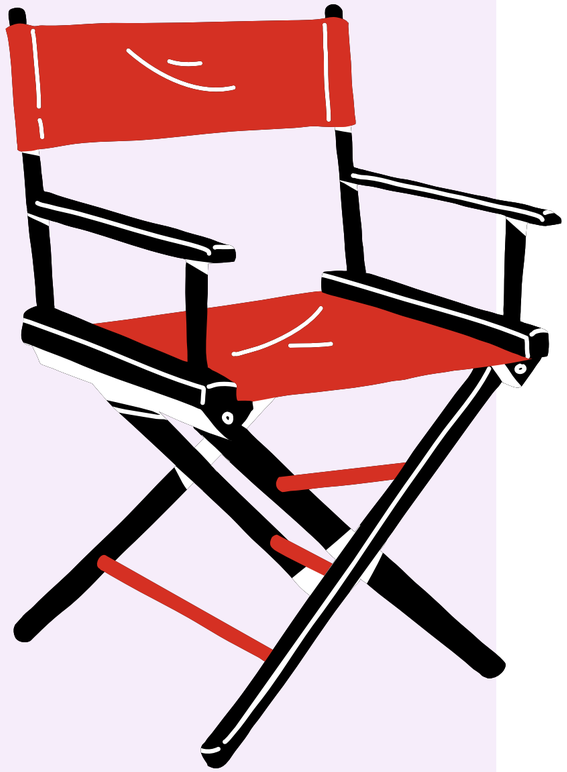








Scriptwriting & Filming



After being introduced to the basic rules of scriptwriting, story and character development and storyboard creation, the participants started drafting their scripts aimed to represent the EYGs. Later, by following the scripts, the groups filmed 3 short movies presenting their creative messages regarding:

- Gender Equality
- Inclusive Societies
- Space and Participation for All





Spaces for the Future Board Game

The participants were also introduced to the Spaces for Future Online Board Game, created within the Green Ethics Creative Europe project. They improved their knowledge related to the environment by answering quizzes, learning more about eco activism and our impact on the environment and by exploring various planet related future scenarios.









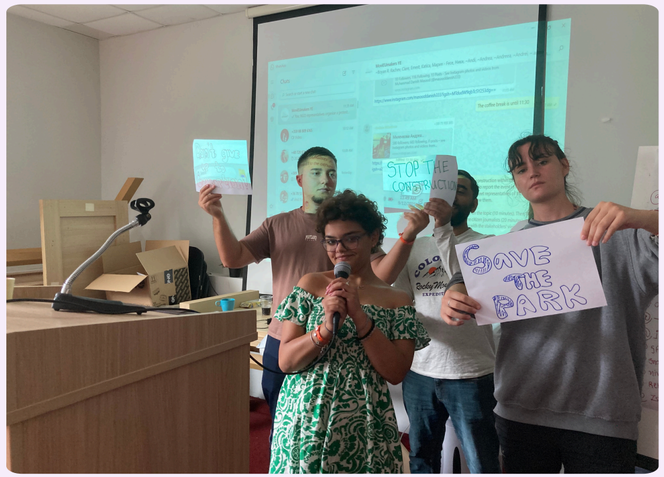


State Their Truth

During this simulation activity, the participants explored topics such as media literacy and citizen journalism. They formed 4 groups - citizen journalists, city council, private construction company and NGOs who gathered in a protest against a local park reconstruction. By interviews with all parties involved the citizen journalists had to report what is actually happening. The activity was implemented within the European Digital Citizenship Education Week 2025.









Erasmus+ Session

The participants created group ideas for sample Erasmus+ projects.

Project title: Echoes of Memory: Shaping the Future
Addressing: Loss of European Culture; Modernization and globalization is erasing European culture among youth
Target groups: Young people 16-25
Goal: To remind the young people about their rich European past
Location: Koprivstitsa, Bulgaria
Duration: 5 days
Activities will be linked to remembering the past and being proud of the culture
Social Media: Instagram, Tik Tok and Facebook
Call to Action: Shaping the Future



Erasmus+ Session

Project title: Unity Out of Diversity
Addressing: Gender Equality in education, health care, work, sport, and government institutions
Target groups: Young people 18-29
Goal: Raise awareness of gender equality, promote equal participation, build skills for empowerment and foster inclusive environment
Location: Bitola, North Macedonia
Duration:4-10 May 2026
Activities will be linked to gender equality and its importance
Social Media Campaign and Workshops in all partner countries
Call to Action: Fairness has no gender



Erasmus+ Session

Project title: Skiing for Everyone
Addressing: Lack of physical exercise among young people
Target groups: Young people
Goal: To teach young people about the basics of skiing and to bring them together through sport activities
Location: Austrian Alps
Duration: Start 15 December
Activities will encourage youth to be more physically active
Social Media: Instagram, Facebook and X
Call to Action: #Skiingforeveryone



Erasmus+ Session

Project title: Culture and Sport
Topic: Building Inclusion and Wellbeing through Sports
Target groups: Young people (14-18 & 18-25), young people with fewer opportunities
Goal: Using sport as a tool for social inclusion, healthy lifestyle and youth empowerment
Location: Detelina Hotel, Varna, Bulgaria
Duration: July 21-28
Activities: Training in inclusive sports, Local "Sports for all" community events
Social Media Campaigns, Erasmus+ Platform, Raising community awareness about the topic
Call to Action: #Sports4All



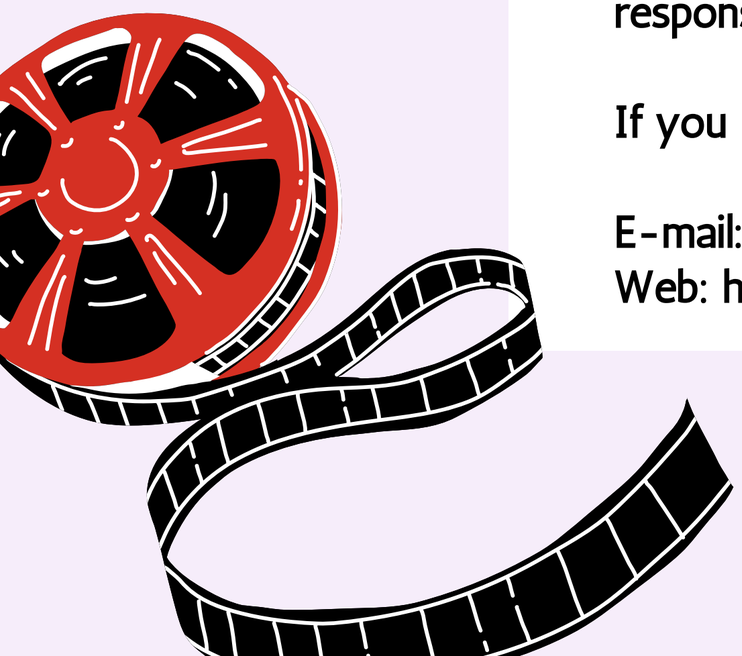


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