
EduPlay
EDUPLAY
TRAINING COUSE
REPORT
20-23 MAY
Funded by
the European Union

ABOUT THE PROJECT





The main goal of the training course was to strengthen youth workers' knowledge, skills, and teaching approaches so they can be more agile and build stronger connections with the young people they work with. Youth workers from various fields upgraded their skills and contribute to the training course by exchanging best practices. They explored how to create presentations, videos, and other teaching materials related to their subjects, and developed their own educational resources or games using the knowledge they have acquired.

PARTNERS



ABOVE



Monomyths



NORDA



SFERA



YouthfullyYours



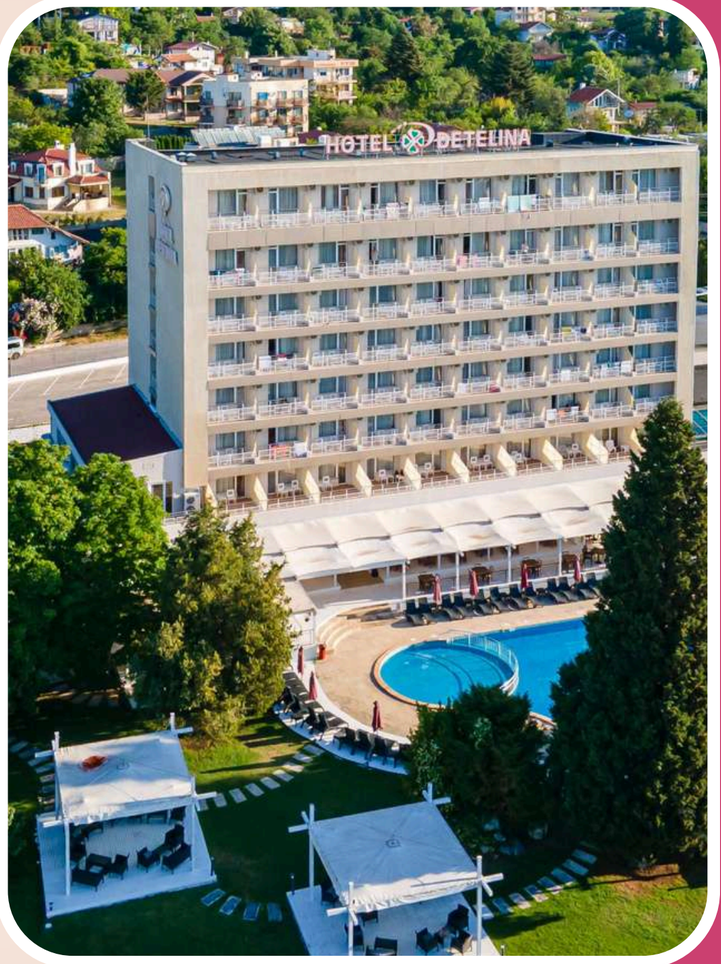
FECE

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VENUE

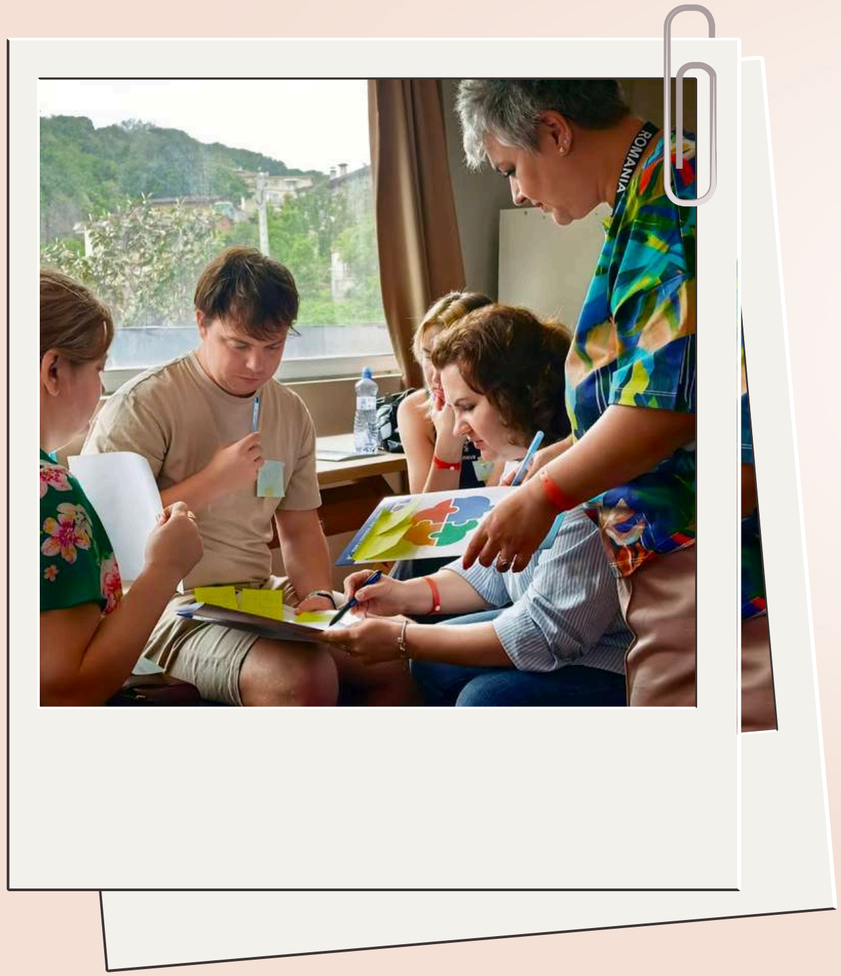
The TC EduPlay took place at Golden Sands seaside resort on the Northern Bulgarian Black Sea coast. The chosen accommodation was Detelina Hotel. It proved to be an ideal place for conducting the activities as it is located away from the big city, making it easy to work outside and enjoy the last sunny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

17 youth workers aged 18+ took part in the exchange, from six European Countries: Bulgaria, Romania, Moldova, North Macedonia, Slovakia and Hungary. The participants arrived at the hotel on 19 May and left on 24 May.



Detelina Hotel in Varna

LEARNING OBJECTIVES



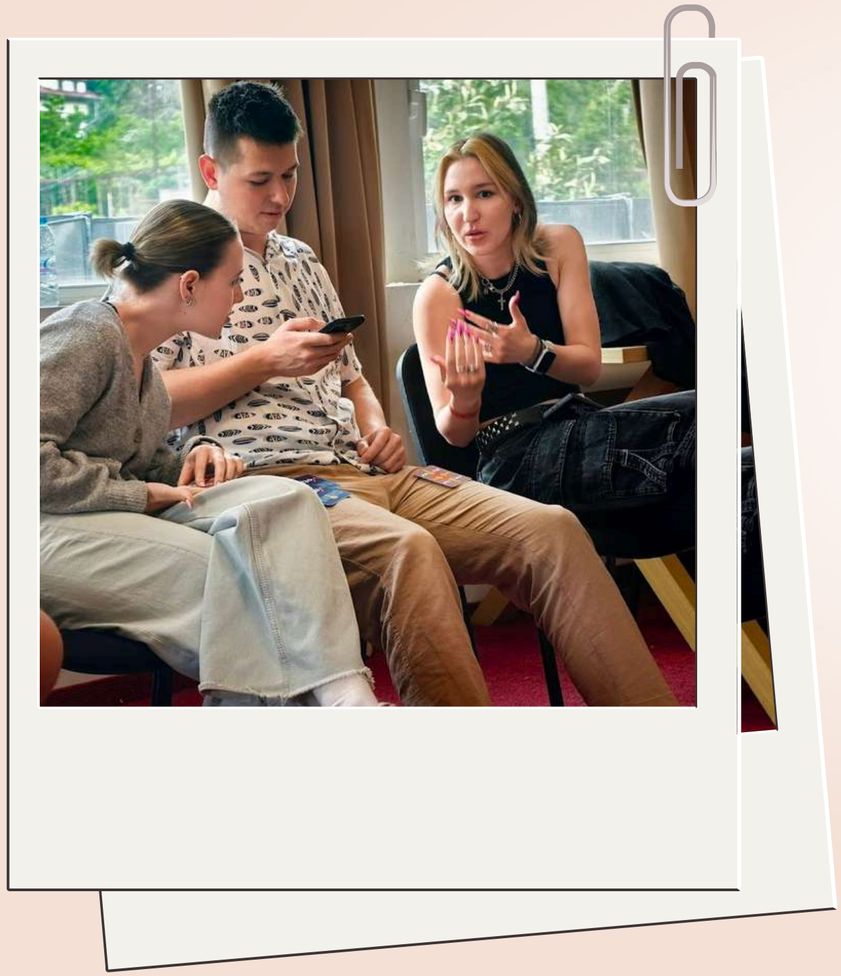
To support high-quality, engaging education by inspiring youth workers and educators to apply new tools and experiential, gamified learning in their practice

To develop new knowledge, skills, and competencies for creating engaging educational materials with NotebookLM and effectively involving young people in learning settings

To enhance youth workers' and educators' curiosity in the learning process through Kolb's Experiential Learning Cycle.

To foster digital skills and understanding of NFIL, and a learning by doing educational approach

REACHED RESULTS



Participants recognise the benefits of gamification in youth work, formal and non-formal education.

Participants are ready to develop their own game-based educational methodologies and tools to translate complex information into engaging game content.

Participants are introduced to best practices in the field of gamified education (board and online games covering various topics and improving specific competences and skills).

Participants are well aware of the Erasmus+ Programme, its priorities and the specifics of project development.

WHAT IS YOUTH WORK?

Group definitions:

“Youth work is using energy and creativity to come up with out of the box solutions to old problems. It is also teaching the young to make the most of their skills so as to learning innovation into the future.”

“Enthusiastic young environment with people willing to learn by doing. It could be either voluntary or be paid.”

“It is a set of non-formal activities for young people, a challenge and energy “vampire”, requires a lot of activism and positive vibes, makes young people motivated, engaged, open-minded and friendly.”



A YOUTH WORKER JOURNEY MAP



In this activity, divided into groups, the participants created their own fictional youth workers' personas and described their everyday life and professional habits, emphasizing the use of digital tools and platforms in youth work and its impact on mental wellbeing,

TEAM 1

- Michael from Madrid
- 25 years old male
- Music education
- Uses YouTube, Canva, CapCut and Instagram
- Wishes to become a DJ, a famous artist and mix classical music with modern one
- “The music … as a person and now is my time to push the boundaries.”



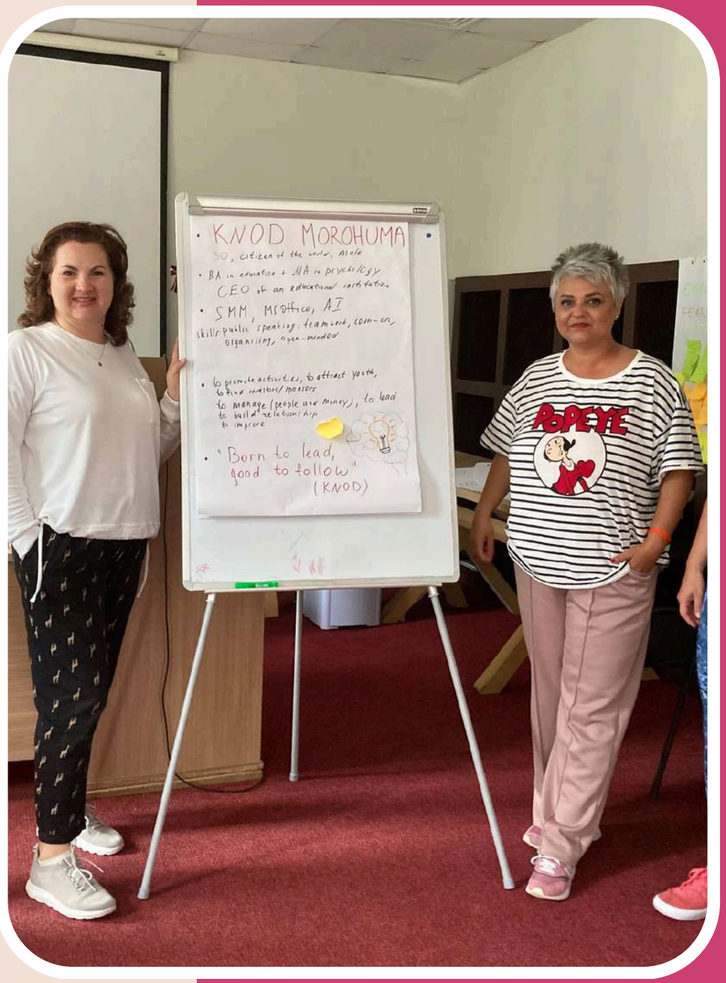
TEAM 2

- Daisy
- Atherapy
- 22-year-old girl, living in South Africa
- Education: Psychology
- Occupation: horse therapist (+ other animals)
- Background: rich family but rebelled and wants to do what she likes, help others
- Technical abilities: social media, photo editing
- Motivation for using digital tools: income, visibility
- “I am not a b*tch just because I’m rich!”



TEAM 3

- Knod Morohuma
- 30, citizen of the world, male
- BA in education + MA in psychology, CEO of educational institution
- Digital tools: SMM, MC Office, AI
- Skills: public speaking, teamwork, communication, organising, open-minded
- Uses digital tools to promote activities, to attract youth, to find investors/ sponsors, to manage people and money, to lead, to build relationships, to improve
- “Born to lead, good to follow.”



TEAM 4

- Dr. Ricardo Bono
- 30 years old
- PHD in education - university teacher
- Digital skills: apps, AI, notebook LM, Kahoot, livresq, CapCut, Instagram, YouTube
- Needs and motivation: to capture their attention, to create interesting tasks, to use visuals and audio for successful teaching and learning, to evaluate the outcome/ newly acquired skills, to provide the tools and knowledge to make the most of the SS' skills
- "Be the change you want to see in the world."



OBSERVERS ONLINE GAME



The participants explored and tested the online storytelling game Observers. During the game they had to guess 3 elements of a story (chosen by a team of storytellers) with only YES/NO questions and debrief the importance of the story and its social impact.

ACT-IT-OUT

During the Act-It-Out activity the participants created short group theatre performances to illustrate various media-related phenomena such as dis- and misinformation, deepfakes and filter bubbles.

DEMOCRACY IN PLAY BOARD GAME



The participants took part in testing the Democracy in Play board game, aimed at developing debate and persuasion skills and involving youth in the public life of their communities. The youth workers played several rounds of the game.

SPACES FOR FUTURE

They also played the Spaces for Future online game about sustainability and environmental impact.





INTERCULTURAL NIGHTS

CREATIVE GAME LAB



The participants took part in Creative Game Lab which aimed at supporting the creation of innovative educational games. Divided into groups, they have developed various projects such as Let's get acquainted! online game and an educational game about the sealife.

ERASMUS+ PROGRAMME

The participants were introduced to the specifics of the Erasmus+ Programme, its main priorities and thematic fields. Afterwards, they created group ideas for sample Erasmus+ KA1 projects.

TEAM 1

- Project title: Unplug to reconnect
- Topic: Mental Health
- Problem solved: Youth anxiety and burnout; addiction and confidence
- Target group: youth aged 14-25
- Partners: Romania, Slovakia, North Macedonia and Hungary
- Location: Varna, Bulgaria
- Objectives: Recognize - Admit - Treat
- Activities: group work and games, presentation and debate, digital detox
- Learning outcome(s): understanding how an algorithm affects our mood
- Dissemination: Follow-up workshops
- Motto: Disconect with the feed to reconnect with yourself!



TEAM 2

- Project title: Chill Out
- Topic: Mental Health
- Problem solved: Mental health and burnout
- Target group: youth aged 16-24
- Objectives: learn about mental health and how to treat/ improve it, the connection between physical and mental health, workout, meditating, use of digital tools
- 7-12 September in Livorno, Italy
- Learning outcomes: Self-improvement, implement the practices in daily life, be more aware
- Workshops to pass the knowledge to others



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If you have any questions, please feel free to contact us:

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