

INFOPACK

REWIND: LARPING PAST FOR THE FUTURE



Berlin 21.08. - 31.08.2022

Training for museum and NGO workers, teachers and educators working with the culture of remembrance, from Germany, Moldova and Ukraine (18-35 y.o.)

By CHANCE International

The project is funded under the grant program "MEET UP! Youth for Partnership" by the Remembrance, Responsibility and Future (EVZ) Foundation and the Federal Foreign Office.

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APPLICATION DETAILS



APPLICATION

Link to application form:
in the end of the infopack

Application deadline:
20.06.2022

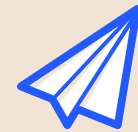
Extended to:
14.08

Participants selection:
28.06.-14.08.2022



LANGUAGE

Working language:
English
(with possibility to work in
native language in smaller
groups)



FOLLOW-UP

Translation of project
outcomes to the project
participantSs' languages

Project presentation for
local communities upon
return



LIVE ACTION ROLE PLAY

= LARP



LARP could be compared to a theatre play without audience and fixed script.

Participants receive a pre-written character or make one up through a series of workshops. Joint imagination turns the plot created by game master into temporary fictional reality.

For several minutes, hours or days players try on a new role, explore their attitude to given situation or environment.



LIVE ACTION ROLE PLAY

= LARP



Unlike other media,LARPs engage all of senses, mind, emotions and body. After the game players go through reflection to integrate acquired experience.

To get a better understanding of LARP, check the following videos:

1. [Becoming the story](#) - short (3:26) animation on how our imagination works in LARPs
2. Even shorter (2:20) video on [Learning Through Roleplay](#)

GOING BACK ...

"Rewind" is funded by the "Foundation Remembrance, Responsibility and Future" (EVZ).

We, the team of trainers behind the project, are fully supportive of their statements:

- *In recent decades, more and more work has been done to come to terms with history and remembrance in an attempt to understand the causes for the emergence of the National Socialist regime and thereby to contribute to ensuring that history is not repeated.**
- *We condemn all attempts to challenge the peaceful order in Europe, and we reject the instrumentalization of history to legitimize war. ***

*[Read more about EVZ vision of Culture of remembrance - link](#)

**[Read more about how EVZ shows Support for Ukraine - link](#)



... TO THE FUTURE

We believe that LARPs can be a great tool to:

- establish links between the history of National Socialism and contemporary realms of experience
- encourage young people to take part in shaping the society they live in and address threats to it
- empower young people to actively counter historical revisionism, antisemitism and group-focused enmity



Re-wind of feelings

LARP as a tool allows your target audience to experience an event much closer than hearing/reading a story or watching a movie about something. During a game a player can deeply immerse in the feelings of people on both sides of the wall, whereas it's the story happening in Germany, Moldova or Ukraine, 50 years ago or now.





The story might be fictional, physical interactions may be played, but the feelings are real.

Living a certain experience changes the way how youth perceives it, makes it feel real, not just a story from the past.

And with the change of attitude, you can expect participants of your LARPs to become more aware of civic engagement.

Re-wind of changes

Another way how we hope the LARPs as a tool could help you to work with the remembrance topic is the possibility to re-play how the things could be in order to find the solution to the situations from the past that repeat nowadays.



So how do I learn LARP?



The training consists of several phases:

1. Learning the method

During the first four days we will have a mix of theory and practice. We will

- play in 4 differentLARPs and practice mechanics used in them
- learn history ofLARPs and their types
- practice making common LARP-scripts in teams

At the end of this phase we will form several groups to start creating LARP scripts

2. Deep dive into the topic for inspiration

On the 27.08 we will visit Culture of Remembrance high-lights in Berlin

3. Larp-Writing

28-29.08 will be dedicated to writingLARPs. Each group will have a mentor to navigate them through the process.

4. Play-testing

29-30.08 we will testLARPs written by participants. Each group will have a time slot to run their game for other participants and receive constructive feedback.

What else is there for me?

1) Networking with colleagues from Germany, Moldova and Ukraine

2) Unwinding in the nature of Grunewald with possible

- forest hiking,
- lake swimming,
- birds watching,
- star gazing,
- boar stalking,
- night rave searching

3) Social Media detox - wi-fi at the venue is very limited.

4) Optional LARPs to play in the evenings

5) Swings, Volleyball, Badminton, and several board games available at the venue. Bringing your games is very welcome. As well as some musical instruments.



Program



	21.08	22.08	23.08	24.08	25.08	26.08	27.08	28.08	29.08	30.08	31.08		
	day 1	day2	day 3	day 4	day 5	day 6	day 7	day 8	day 9	day 10	day 11		
9:00-10:00	Breakfast												
10:00...11-30	Arrival of participants	Team and project introduction, naming games, goals and expectations	Team building games / Introduction to EVZ-Meetup	Workshop: Setting educational objectives and script writing	Workshop: Mastery of pre-larp workshops	Culture of remembrance visits	Writing LARP scenarios	Writing LARP scenarios	Play day	Playday	Departure of participants		
11-30...12-00		Break for non-project related communication											
12:00...13-00		What is larp: Tutorial LARP & reflection	Presentation: Types of LARP in Education/ Museum environment	LARP writing exercises: Pitching, kill the darling, Facilitating ideas for writing larp on the topic	Discussion: Psychology of LARP, what is needed for a good LARP, how to prepare participants, set their expectations, QA session	Culture of remembrance visits	Writing LARP scenarios	Writing LARP scenarios	Play day	Playday			
13-00...14-30		Lunch											
14-30...15-30		First real LARP	LARP 2	LARP3	Speed dating, forming and registering teams	Culture of remembrance visits	Writing LARP scenarios	Writing LARP scenarios	Play day	Reflection and Evaluation,			
15-30...16-00		Break for non-project related communication											
16:00...18-00		continuation of larp / evaluation workshop	continuation of LARP 2	continuation of LARP 3	Finalizing ideas for LARPs	Culture of remembrance visits	writing larp scenatio	writing larp scenatio	Play day	Reflection and Evaluation,			
18-00...18-30		Reflection											
18-30...19-30		Dinner											
		Weloming party LARP	Optional LARP/Evening ideas by participants	Optional LARP/Evening ideas by participants	Optional LARP/Evening ideas by participants							Closing ceremony and FAREWELL PARTY	

[Link to the preliminary program](#)

PROJECT GOALS



In the end the project, you will:

- Have your own understanding of what is LARP
- Have a self-made LARP scenario on the Culture of Remembrance topic to use with your target group (or at least a play-tested draft)
- Have tools on developing newLARPs on your own
- Know where to find free to use ready scenarios
- Know about props and how to use them
- Know how sound and light can add dimensions to the game for extra fascination
- Have a great team-building tool to use in your work/study/friends community

After the project, we expect the participants to:

- Assist in translating LARPs written during the project into German, Moldovan and Ukrainian
- Run at least one of the LARPs in their institution and prepare a small report about it

WE'RE LOOKING FOR



- youth workers
- social workers
- trainers
- teachers
- museums staff members

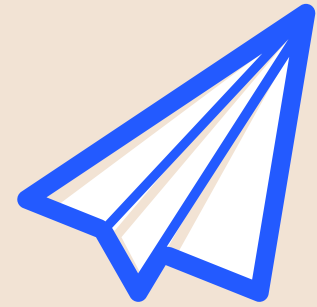
Who would like to use LARP as a tool to actively engage their target audience with the Culture of Remembrance

PREVIOUS EXPERIENCE IN LIVE ACTION ROLE PLAY IS NOT REQUIRED.

Age: 18 - 35

Country: Germans, Moldavans and Ukrainians

TRAVEL COSTS



You are expected to participate in all activities unless you are ill. Unfortunately, travel expenses will not be reimbursed if you have attended less than **90% of the programme**.

Before you book a flight, train or bus, we kindly ask you to consult with the coordinating organisation.

We ask you to keep all original invoices and boarding passes and to present them when settling your account!

- **Germany - 166 Euro**
- **Moldova - 300 Euro**
- **Ukraine - 300**

LOCATION: KJFE-TEUFELSSEE

Adress:

Teufelsseechaussee 17
14193 Berlin

Closest public transport:
S-bahn station

Heerstrasse is 2.5 km away.



Our project will happen in and out of Berlin at the same time.

KJFE is a set of bungalos with kitchen, meeting room and a playground in the Teufelsberg/Teufelsee part of Grunewald - a 22sq. km wide forest.

Teufelsberg - a former American spy base on the mountain made out of scraps from 80 000 ruined houses. All on top of former Deutsche Jugend University
Teufelsee - a super small lake to swim 200m away from KJFE. But mind nudists.



LOCATION: ROOMS



- You will be accommodated in 6-8 bedded rooms with participants of the same sex.
- Bed linen and towels are provided.
- You will receive 3 meals daily: breakfast, lunch and dinner with vegetarian and vegan needs catered for.

- In the context of non-formal education,
- we feel it is useful to promote community-based living,
- so please
- be prepared to keep your room clean and comfortable (no room service is provided).



TRAINERS



**DARYA
SKOROHODKINA**

Organiser of Minsk Larp Festivals, local and international larp events in Belarus. Co-founder of the venue for performances, civil society initiatives and larps in Minsk, Belarus. Cultural and non-profit event and project manager.



**IVAN
MAKAROV**

Graduate of the International LARP Writer Summer School 2016, participated in LARP festivals in Belarus, Denmark, Norway. 15 years' experience of playing and conducting LARPS.



**POVILAS
PIGAGA**

Psychologist, LARP runner and designer. Has hosted games in various European festivals and in educational setting. Active participant in LARPs and theater activities for more than 12 years.

COVID-19



Regulations

The entry regulations to Germany vary from country to country and are constantly changing.

So inform yourself about the regulations [here](#) before you buy your ticket and also from the start of your journey.

Our training will be conducted according to German Covid rules. You need to be vaccinated, recovered or tested to take part in the project.

During the project, masks and disinfectants will be available to all participants if needed.



**TO APPLY FILL IN THE
FORM BELOW**

LINK TO THE FORM



CONTACTS:



Ivan Makarov

i.makarov@chance-berlin.com

+4915144918040

<https://chance-berlin.org/contact>

Liliya Pishvanova:

l.pishvanova@chance-berlin.com

+4917626087956

<https://chance-berlin.org/contact>

The project is carried out by:



CHANCE
International

Supported by



Federal Foreign Office



**CIVIL
SOCIETY
COOPERATION**

**PLAY IS A FUNDAMENTAL
QUALITY OF HUMAN NATURE.**

**IT IS A UNIVERSAL TOOL FOR
SHARING AND ADOPTING IDEAS
AND VIEWPOINTS.**

