INFOPACK USING LARPS IN EDUCATION

Berlin 31.03-09.04.2023- Training for Youth workers

APPLICATION DETAILS



APPLICATION

Link to application form: in the end of the infopack

```
Application deadline: 21.02.2022
```

Participants selection: 28.02.2022



LANGUAGE

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



FOLLOW-UP

We'd be glad to have an online call with you month after the project to share experience of using LARPs in your working routine



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 invigorate the plot created by game master.

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

Unlike other medias, 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. <u>Becoming the story -</u> short (3:26) animation on how our imagination works in LARPs
- 2. Even shorter (2:20) video on Learning Through Roleplay

Issues to consider un Terres

How can you use LARPs in your work with individuals s

on physical, mental, educational, social, economical or geographical level?

- How can we overcome language and cultural barriers with LARPs to promote intercultural understanding?
- How can we design a "barrier-free" LARP for your chosen target group?
- How LARPs promote ecological and stay green at the same time?
- Which environments could benefit from LARPs promoting civic engagement and democratic values?
- Can LARPs enhance digital interaction with your target group?

We're inviting you to join our training and find the answers together.



arriers

WE'RE LOOKING FOR

- youth workers
- trainers
- educators

social workers
teachers
museum workers

Who would like to use LARP as an educational tool to:

- work with people with fewer opportunities
- explain environmental issues and need to fight against climate change

promote civic engagement, participation in democratic life & common values

PREVIOUS EXPERIENCE IN LIVE ACTION ROLE PLAY IS NOT REQUIRED.

Age: 20-45

Countries: Germany, Poland, Portugal, Serbia, Türkiye

What we'll do in April

- Go through team-buildings
- Play LARPs
- Learn theory about LARPs in Education
- Learn how to shape educational experience with workshops
- Speed-date
- Pitch ideas
- Kill Darlings
- write LARPs in teams with mentors
- Test games and finalized scripts
- Plan the LARP usage at your workplaces at home



Draft program

	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									
10-0011-30		Team and project introduction, naming games, goals and expectations	LARP 2	Workshop: Setting educational objectives and script writing	Workshop: Mastery of pre-larp workshops	Study visit	Writing LARP scenarious	Writing LARP scenarious	Play day	Playday	
11-3012-00			Break for non-project related communication								
12-0013-00	Arrival of participants	What is larp: Tutorial LARP & reflection	LARP 2	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	Study visit	Writing LARP scenarious	Writing LARP scenarious	Play day	Playday	Departure of participants
13-0014-30		Lunch									
14-3015-30		First real LARP	City exploration LARP	LARP3	Speed dating, forming and registering teams	Study visit	Writing LARP scenarious	Writing LARP scenarious	Play day	Reflection and Evaluation,	
15-3016-00		Break for non-project related communication									
16-0018-00		continuation of larp / evaluation workshop	City exploration LARP	continuation of LARP 3	Finalizing ideas for LARPs	Study visit	writing larp scenatio	writing larp scenatio	Play day	Reflection and Evaluation,	
18-0018-30		Reflection									
18-3019-30	Dinner										
		Welcoming party LARP			Optional LARP/Evenin g ideas by					Closing ceremony and FAREWELL	

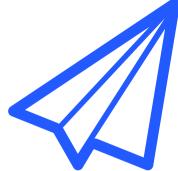
Goals of the training



After the training, you will:

- Have your own understanding of what is LARP
- Have a self-made LARP scenario on your professional topic to use with your target group (or at least a play-tested draft)
- Have tools on developing new LARPs 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 set of ideas how to make LARP "barrier-free" for your audience
- Have a great team-building tool to use in your work/study/friends community

TRAVEL COSTS



The project is funded by Erasmus+ Program through German National Agency. Accommodation, food, travel costs, and exchange activities are covered by the organizers.

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, 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!

There is a possibility to arrive and depart 2 days before and after the project if you can prove that the flights were cheap on these days (a screenshot is required).

- Germany and Poland 180 Euro
- Serbia and Türkiye 275 Euro
- Portugal 360 Euro

Travel costs can be higher, in case if you choose green travel with low-emissions means of transport for the main part of the travel, such as bus, train or car-pooling.

- Germany and Poland 210 Euro
- Serbia and Türkiye 320 Euro
- Portugal 410 Euro



LOCATION: SEMINARHAUS WEISSENSEE

Adress: Indira-Gandhi-Straße 13, 13088 Berlin.

You will be accommodated in 4-8 bedded rooms with participants of the same sex.

Bed linen and towels are provided.

You will receive 3 vegetarian meals daily: selfserved breakfast, lunch and dinner with vegan and other food related special needs cared for.



Please, note: keeping and consuming alcohol and drugs at the venues of the project is prohibited and can lead to your expulsion 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



YAUHENIYA SIADOVA

Event manager, people management specialist, experience designer. Has been creating and organizing larps since 2014 — knows how to make people feel.



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 <u>here</u> 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.

PLAY IS A FUNDAMENTAL QUALITY OF HUMAN NATURE.

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





<u>HTTPS://CHANCE-BERLIN.ORG/USING-</u> LARPS-IN-EDUCATION-APRIL-2023



CONTACTS: Ø

Hosting Organisation

Chance International WWW: <u>https://chance-berlin.org/contact</u> E-mail: <u>chance.international@chance-berlin.com</u> Phone: +49 176 62091741 Instagram: <u>@chance.international.berlin</u> Telegram: <u>@chance_international_berlin</u> Facebook: <u>facebook.com/ChanceBerlinIJB</u>

Sending organisations

Poland: DiGrease's Buffoon Theatre(<u>Fb</u>) Portugal: Young Squat (<u>Inst</u>) Serbia: Youth Alliances Events (<u>@</u>; <u>Fb</u>; <u>Inst</u>) Türkıye - Sanatsaverler Topluluğu (<u>@</u>; <u>Fb</u>; <u>Inst</u>)

The project is carried out by:



The project is sponsored by:

