



INFOPACK

PLAY WITHOUT BARRIERS

Berlin 01.06.-10.06.2023 Youth Exchange

APPLICATION DETAILS



APPLICATION

Link to application form: in the end of the infopack



LANGUAGE

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



PREPARTION

Participants are required to actively participate in development of the programme at the sessions before the project



LIVE TO PLAY OR PLAY TO LIVE?

If you think about games as a way to transform reality in our own perception to achieve certain goals - be it getting happy from win or interaction or new experience in friendly environment, then most of the society is a set of very long cross-generational games

Centuries ago, humanity agreed that green papers have value. That fighting, stealing, torturing is not fair. That people who do it, can be legitimately penalized. Agreements (game rules) stay on paper in constitutions, federal laws, etc.

But they find their application in our minds, and as a result, actions. Rules of our games can be changed, if enough agree upon that.



Play to learn



If approached consciously, games can serve as **media between the individual and the reality** of the surrounding environment. Games make millions of people ride an emotional rollercoaster when watching 22 people play with a ball on TV. Games turn us into kings and gods, when building empires in our sandboxes and later in our devices. And games help us learn.

When we decide to **play**, we **temporarily override the rules** of "constant" games. We buy plastic houses on imaginary streets for fake money in "Monopoly". But when we **play** it more, **experience turns into skill**, applicable in real life.

Robert Kiyosaki, a serial entrepreneur, shared once, that his uncle, also an entrepreneur, shaped Robert's financial mindset by playing "Monopoly" with him for a couple of years.



GAME=CHANGER?

With games, we can **adapt reality perception** to make it more enjoyable. Joy is universal for all people, thus it ignores barriers in human interaction.

So if we practice games, that blur the differences, and highlight our commons and equality, we can **bring inclusion** into our lives, and in the society.

The **goal** of this project is to **find/make up, practice and collect games**, that could become an **attitude changing tool** for players and observers.

Barriers★ to deal with

- **Disabilities**
- **Health problems**
- **Barriers linked to education and training systems:**
- **Cultural differences**
- **Social barriers**
- **Economic barriers**
- **Barriers linked to discrimination**
- **Geographical barriers**

*For detailed description check [Erasmus+ program guide](#),
=>Priorities=>Inclusion and Diversity section



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

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



GOALS

- develop problem solving attitude, when addressing specific issues with tailored gaming solutions
- with games develop self-esteem, creativity, positive attitude, leadership, team working, cooperation
- practice organising games for different audiences, which could be used in future in social work, organising events, shows
- create an online collection of games, that can be used in peer-to-peer education when working with the topics of various borders. The way of making them publicly available is to be decided by participants.



BEFORE THE PROJECT:



Participants will be sending their applications

Selection of the participants will happen before 7.05.2023. In the following weeks the logistics of the project in regards to buying tickets should be settled.

The facilitators will have a call with each national team on the 28.05.2023

Each team will consist of group leader and 4 participants. In May each team will need to submit at least 8 games, that will be accessible for people facing any of the 8 barriers mentioned before.

It should be a game that you really like, and would like to share with the others, game that you liked to play in your childhood, board game, role playing game, mobile game or any other, that you will be able to organise.

Participants will also discuss and define one way to make games publicly available.

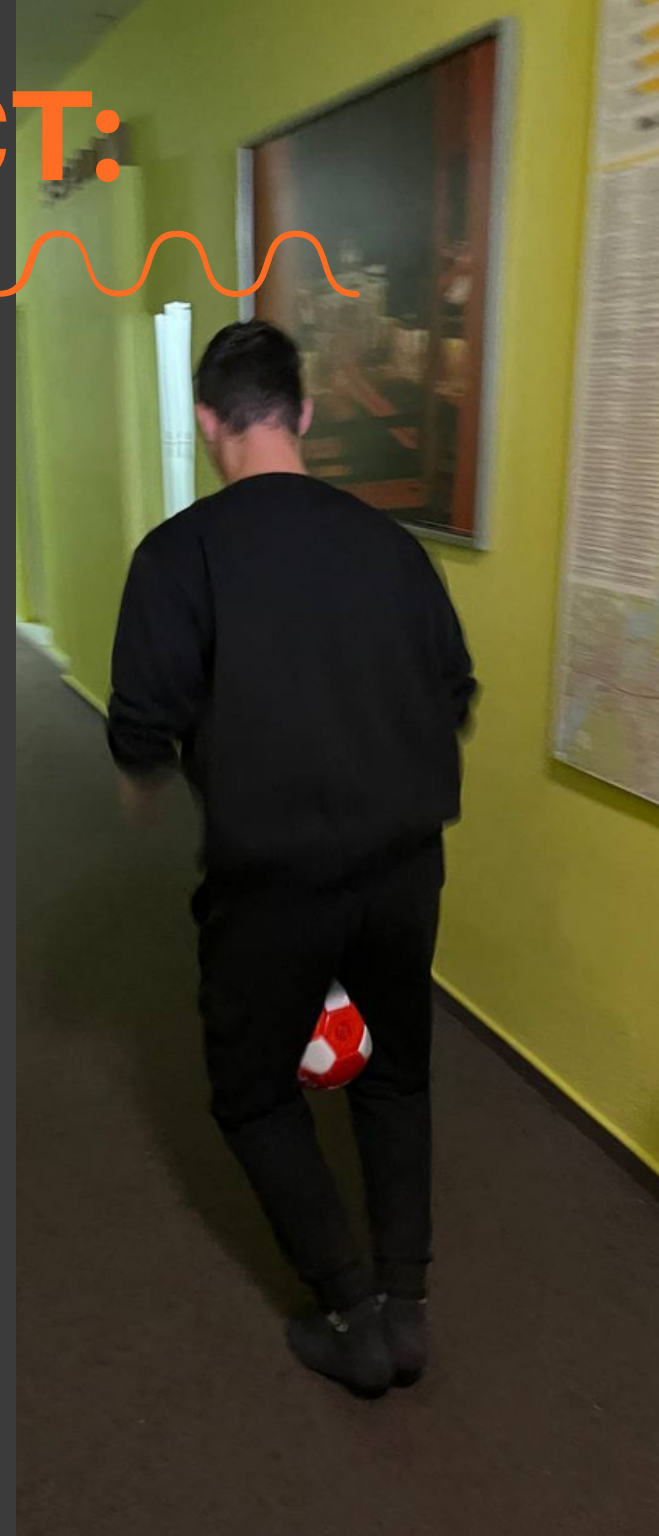
DURING THE PROJECT:

We are aiming to have at least 32 different games to play during this project.

Each day we will be exploring a specific barrier with 4 time slots for each national team to organise a game.

Games will end with a round of feedback for organisers and with discussion on whether that game would really help to integrate people facing specific barrier

Game organisers will provide description of the game rules in English, and take pictures and videos of the game that will be posted after the game was tried by other participants..



LOCATION: SEMINARHAUS WEISSENSEE



- 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: self-served breakfast (a sort of a team building activity), lunch and dinner.
- 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).

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



DISCLAIMER:



Please, note: keeping and consuming alcohol or drugs is prohibited at the territory of the hostel.

If you fail to follow this rule you will be asked to leave the hostel and it will be your own responsibility to find alternative accommodation for the duration of the project.

Additionally, if during the sessions participant is noticed to be in an alcohol or drug induced altered state of mind, this will lead to permanent exclusion from the project and cancellation of ticket reimbursement.

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, 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). Although you will need to take care for your accommodation for such days, but it's the only opportunity to explore Berlin on your own, as during the project you will have time for this only in the evenings after dinners

- **Germany - 180 Euro**
- **Romania, Serbia, Türkiye - 275 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 - 210 Euro**
- **Romania, Serbia, Türkiye- 320 Euro**

WE'RE LOOKING FOR



5 participants per country + 1 group leader

who are:

- playful
- creative
- initiative
- responsible
- collaborative

Our ideal participants are interested to approach and explore "serious" topics with games, collaborate on creating project's agenda.

Age: 18-30

Countries: Germany, Romania, Serbia, Turkey

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**

**[HTTPS://CHANCE-
BERLIN.ORG/PLAY-
WITHOUT-BARRIERS-
JUNE-2023](https://chance-berlin.org/play-without-barriers-june-2023)**

CONTACTS:



Hosting and coordinating organisation in Germany:

Germany - Chance International

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

Sending partner organisations:

Romania - Creative plus: clubcreativeplus@gmail.com

Turkey - Sanatsaverler Topluluğu: capitalprojectteam@gmail.com

Serbia - Youth Alliances Events ([Inst](#) | [Fb](#))

The project is sponsored by:



Erasmus+

Facilitator - Ivan Makarov



The project is carried out by:

**CHANCE
International**

Ivan Makarov