

EVENT DESCRIPTION SHEET

PROJECT	
Participant:	OK-Sivis (Sivis Study Center, Finland)
PIC number:	941245903
Project name and acronym:	Foster Awareness on the Relevance of Checking the Truth – FACT

EVENT DESCRIPTION	
Event number:	WP2
Event name:	WP2 Training of trainers on gamification
Type:	Training
In situ/online:	In-situ
Location:	Italy, Hungary, Romania, Poland, Lithuania, Greece, Portugal, Spain
Date(s):	multiple trainings between 19/03/2023 and 27/04/2023
Website(s) (if any):	https://fact-project.eu/training-for-trainers/
Participants	
Female:	95
Male:	29
Non-binary:	0
From country 1: Italy	Organisation: COPE, Italy <ul style="list-style-type: none"> ● Trainings held in Catania 13-14/03/2023 (Out of the box) and 27/04/2023 (Parlamentarium) ● Sex of the participants: Parlamentarium 4 F / 2 M & Out of the box 4 F / 2 M ● Total participants = 12

From country 2: Romania	<p>Organisation: ACTA, Romania</p> <ul style="list-style-type: none"> ● Trainings held in Oradea 27-28-29/03/2023 (Parlamentarium) &: 03/04/2023, 04/04/2023, 05/04/2023, 06/04/2023, 07/04/2023 (Out of the box) ● Sex of the participants: Parlamentarium: 4 F / 2 M & Out of the box: 12 F ● Total participants = 18
From country 3: Poland	<p>Organisation: Autokreacja, Poland.</p> <ul style="list-style-type: none"> ● Trainings held in Warszawa on 20/03/2023, 05/04/2023 ● Sex of the participants: Parlamentarium: 4 F / 2 M & Out of the box: 5 F / 6 M ● Total participants = 17
From country 4: Hungary	<p>Organisation: CTRIA, Hungary</p> <ul style="list-style-type: none"> ● Trainings held in Székesfehérvár on 22/02/2023, 27/02/2023, 01/03/2023, 08/03/2023, 21/03/2023, 31/03/2023 ● Sex of the participants: Parlamentarium 5 F / 1 M & Out of the box 6 F / 1 M. ● Total participants = 13
From country 5: Lithuania	<p>Organisation: SOC-Efektas, Lithuania</p> <ul style="list-style-type: none"> ● Trainings held in Kaunas on 19/03/2023 and 25/03/2023 ● Sex of the participants: Parlamentarium: 7 F / 0 M & Out of the Box: 4 F / 1 M. ● Total participants = 12
From country 6: Greece	<p>Organisation: IASIS, Greece</p> <ul style="list-style-type: none"> ● Trainings held in Athens on 21/02/2023, 28/02/2023, 14/03/2023, 21/03/2023 (two trainings), 23/03/2023 (two trainings). ● Sex of the participants: Parlamentarium 4 F / 2 M & Out of the box: 5 F / 1 M. ● Total participants = 12
From country 7: Portugal	<p>Organisation: IMVF, Portugal</p> <ul style="list-style-type: none"> ● Trainings held in Lisbon on 30/03/2023, 31/03/2023, 03/04/2023, 04/04/2023, 05/04/2023, 10/04/2023, 11/04/2023, 12/04/2023, 13/04/2023, 14/04/2023 ● Sex of the participants: Parlamentarium: 5 F / 2 M & Out of the box: 6 F / 2 M ● Total participants = 15

From country 8: Spain	Organisation: Jovesolidés, Spain <ul style="list-style-type: none"> ● Trainings held in Paterna, Valencia on 28/03/2023, 31/03/2023, 04/04/2023 (two trainings), 06/04/2023, 07/04/2023, 03/04/2023, 06/04/2023, 11/04/2023 (two trainings) and 13/04/2023 (two trainings). ● Sex of the participants: Parliamentarium: 9 F / 3 M & Out of the box: 11 F / 2 M ● Total participants = 25 		
Total number of participants:	124	From total number of countries:	8
Description			
<i>Provide a short description of the event and its activities.</i>			
<p>Within the FACT project we implemented two gamification methods of learning, Parliamentarium game and Out-of-the-box game. Overall, WP2 Training of trainers on gamification was targeting facilitators / trainers that will be able to further implement and play these games with youth. The biggest advantage of gamification in education is increased student engagement. This WP consisted of four parts:</p>			
<ul style="list-style-type: none"> ● Developing the training modules for the role play game “Parliamentarium” ● Sharing the guidelines of the role play game “Out of the box” (developed previously in an Erasmus+ project) ● Implementation of the training the trainers on the Parliamentarium ● Implementation of the training the trainers on the role play game Out of the box. 			
<p>The WP2 started with the development of the training material for the role play game Parliamentarium. The main objective of the game is to provide an edutaining experience to learners. Students will learn about the internal workings of the European Parliament in a manner that is both innovative and entertaining, through a Role Play game where they can become a MEP for the day. During the game, they will discover how European legislation is drafted and which stakeholders are involved in the procedure. Students will come to understand the process of forming alliances, negotiation with other institutions and communicating with media.</p>			
<p>Usually, the game is implemented during the visits to the European Parliament https://visiting.europarl.europa.eu/en/education-learning/brussels/role-play-game. Now the idea was to recreate it so that it can be implemented in the schools, universities, youth centers etc. Content was created for both trainers training and for the training sessions. The training provided the trainers with information on the EU policies and decision-making processes. The materials were translated from English to partners’ languages (IT, ES, PT, GR, RO, PL, LT, HU) and are available on the website. These materials can be used by any facilitator or teacher who want to implement Parliamentarium game within its organisation, youth group, school.</p>			
<p>The training of the Parliamentarium game consisted of four training modules/sessions and self-learning materials. The training modules were:</p>			
<ul style="list-style-type: none"> ● EU Parliament and political influencing ● Roleplaying and facilitation ● Spot and fight disinformation ● Parliamentarium as a tool to get to know EU and EU legislative process. 			

Secondly, the Out of the box game was developed previously in an Erasmus+ project (2018-1-ES02-KA205-011307). It is a tool for young people to create bottom-up campaigns and projects. The main 5 elements that describe Out of the Box Game and complements are:

- FACTOR 1: Creativity
- FACTOR 2: Participation
- FACTOR 3: Step by Step
- FACTOR 4: Sustainability
- FACTOR 5: Communication.

The guidelines of Out of the box were shared and the training material for the trainers was developed. Spanish partner, who invented the game and the methodology provided training materials to the partners, afterwards each partner translated the materials to their own language if necessary.

Out of the box had 8 sessions. The sessions were:

1. Introduction
2. Communication a powerful tool
3. Citizenship and democratic participation
4. How to deal with fake news as a committed citizen
5. Gamification or how to play games for a concrete goal
6. Application of Out of the box game
7. Preparation and presentation of final products
8. Feedback and evaluation.

Partners set up dates of their national workshops and started disseminating the events across their networks of schools, associations, youth centers and universities via social media, direct emails, newsletters etc.

Finally, the partners implemented trainings with 124 participants within 8 different countries. 95 of the participants were female and 29 were men. The trainings were organised between March and the end of April of 2023. According to the EU survey the participants found the trainings useful: 87% of the people who filled the survey said they will use the information they learned in their everyday life and work.

In this project the trainings will serve as a pathway for the trainers to implement the role-play games in schools, youth centers, universities, etc. Main outputs from both of trainings are presentations and training materials.