

INTERNATIONAL YOUTH EXCHANGE

ON THE WAY TO EDINU 2.0

BUILDING COMMUNITY OF VAULES

BERLIN, 11-19.09.2020



Erasmus+



11.09.2020 - ARRIVALS

19.09.2019 - DEPARTURES

OBJECTIVES:

To reduce negative perception of persons with a migration background despite of their cultural or national origins and prevent acts of aggression by rising feeling of solidarity among young people.

Analyze the construction of intercultural societies in Europe in order to understand relations among its members and possible sources of conflicts as well as trends of development of European societies.

To reflect an influence of migrations on European culture and societies of member states the EU.

Continue to develop our educational LARP game and the world of Edinu.

„On The Way To Edinu 2.0 - Building Community of Values“ is an international youth exchange aiming to reduce negative approach of young people in Europe towards persons with migration background and prevent radicalization of that lead to aggressive behaviors and acts of discrimination. We will use the eduLARP methodology to step into shoes of a migrants and look at the processes from the first person perspective.

LARP (*Live Action Role Play Game*) is a combination of game, simulation and improvised theater. Educational LARPs consist of a storytelling part in which the context and the world that participants operate in is described, the creation of characters that participants become and the rules of the game that everyone plays. LARPs also involve some additional elements like props, scenography and intrigues that together create the complete story. This story lets participants experience unknown and play the game in the way that emphasis valuable content, as well as develop their competences: knowledge, skills and attitudes.

The concept of LARP is well known around the world, but can it be used for educational proposes? The answer is yes! We have adopted the methodology to the context of youth work and Erasmus+ program - by creating world of Edinu that is a unique educational experience in the topic of migration.

TARGET GROUP:

COUNTRY:	NO. OF PARTICIPANTS:	NO. OF LEADERS:
CYPRUS	5	1
GERMANY	5	1
GREECE	5	1
ROMANIA	5	1
SLOVENIA	5	1
SWEDEN	5	1
POLAND	5	1
MALTA	5	1
CROATIA	5	1

ADDRESS:

**Abenteuerzentrum im Grunewald
Eichhörchensteig 3
14193 Berlin**

TARGET GROUP:

Exchange is dedicated to young people in the age 18-30, coming from all different backgrounds and cultures especially those that are most exposed on misinformation and prejudices. Each national group should consist of 5 participants and one youth leader. There is no age limit for leaders. While selecting participants remember to assure the gender balance!

NOTE: The exchange will be proceeded with an online preparation meeting on the 4th of July. All group leaders taking part in the exchange should take part in the meeting.

VENUE:

Exchange will take place in Abenteuerzentrum im Grunewald. The youth center is situated in a forest, in calm and nice area of Berlin-Grunewald. The place is located outside city center, but it is easily accessible by public transport. Nevertheless, it is not a fancy hotel, but a youth center with rather scout conditions: big rooms, common bathrooms, long hall and some common spaces for the free-time. Next to the building there is a high rope course, outside ping-pong tables, swings, barbecues, Mongolian village, the forest and a beautiful lake. The building assures safety of participants and respects sanitary COVID-19 regulations.

INSURANCE:

Accident and liability insurance will be provided for the whole group. The insurance doesn't cover the medical treatment therefore every participant is obliged to bring their European Insurance Card.

HOW TO GET THERE:

From SCHOENEFELD airport:

Find the S-bahn station Flughafen Berlin-Schönefeld Bhf (city train in Berlin). There take the train S45 (direction S Südkreuz) and go to the last station Südkreuz. In Südkreuz change to the train number S41 (direction Ring) and get to the station Halensee. There you need to walk out of the station (there is only one exit) and cross the street in order to get the bus X10 (direction Teltow Stadt) or M29 (Direction Roseneck). By this bus get to the bus stop Roseneck/Teplitzer Strasse. You are almost there, just follow the map (12 minutes walking).

From TEGEL airport:

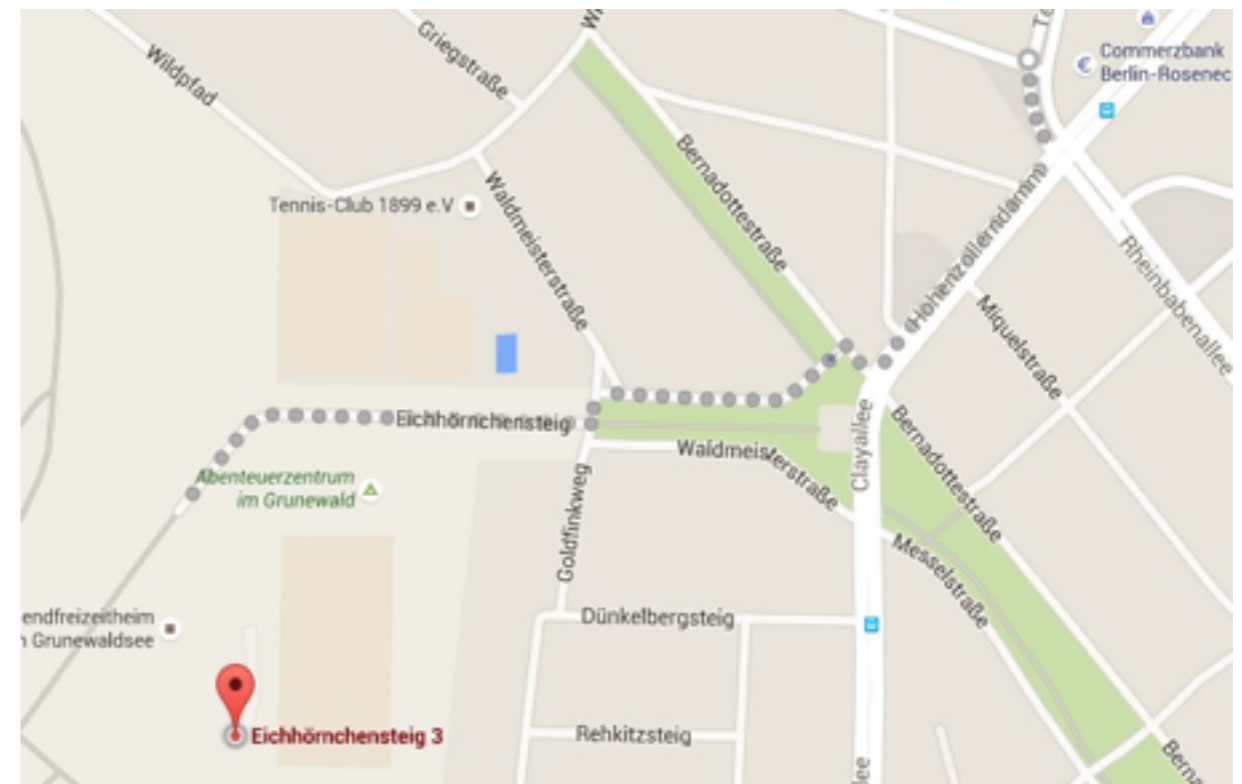
In front of the airport you need to take the bus 109 (direction Zoologischer Garten). On the bus stop called Adenauerplatz you need to get off and change for the bus X10 (direction Teltow Stadt) or M29 (direction Roseneck). By this bus get to the bus stop Roseneck/Teplitzer Strasse. You are almost there, just follow the map (up to 12 minutes walking).

From HAUPTBAHNHOF:

You need to take train S5 or S7 (direction Spandau or Potsdam) to Zoologische Garten and then bus X10 (direction Teltow Stadt). By this bus get to the bus stop Roseneck/Teplitzer Strasse. You are almost there, just follow the map (12 minutes walking).

From ZOB (ZENTRALER OMNIBUSBAHNHOF) - Central Bus Station:

You need to take the bus 104 (Direction Zoologische Garten) to the bus stop Halensee. Then you need to cross the street in order to get the bus X10 (direction Teltow Stadt) or M29 (Direction Roseneck). By this bus get to the bus stop Roseneck/Teplitzer Strasse. You are almost there, just follow the map (12 minutes walking).





FUNDING CONDITIONS:

Project is financed under the „ERAMSUS+ Programme, Key Action 1. 100% of **accommodation** and **activity costs** are covered by the programme.

The **international travel costs** are covered according to the rules of ERASMUS+ Programme. Plan your travel to Berlin according to the limit in table on the left.

That means that your travel costs will be fully reimbursed up to the limit, what should be enough to get to Germany from all participating countries - therefore we expect that everybody will get back 100% of the travel. If you spend less for your travel you will get exactly the amount you spent. If you spend more, you will get the amount from the table.

NOTE: Reimbursement of travel costs will only be done upon full attendance of the training. It will be transferred to the partner organisation bank account after receiving all the tickets. For the detailed rules of travel reimbursement please check the attached „Reimbursement Form“.

Reimbursement will be done in EURO, regardless of the currency indicated on your ticket and receipt/invoice.

COUNTRY:	TRAVEL LIMIT PER PERSON:
CYPRUS	360 EUR
GERMANY	0 EUR
GREECE	275 EUR
ROMANIA	275 EUR
SLOVENIA	275 EUR
SWEDEN	275 EUR
POLAND	275 EUR
MALTA	275 EUR
CROATIA	275 EUR

THE LARP GAME

Main element of the project is an interactive LARP game, that will last almost three full days. The game requires full involvement of each participant and its quality very much depends on respecting the rules and mechanics. Therefore, it is extremely important that before you decided to join the project, you make sure you are ready for this experience.

THE GAME

LARP will be divided into 3 blocs and will last in total around 20 hours. During this time you will be someone else - you will get into the character that you choose. During this time nothing will be the same - you travel to post-apocalyptic world of Edinu where there will be no phones, no internet, no even a chance to talk about new album of Beyonce. The world where you will have to fight for food and cook outside on the fire, where you will have to defend your territory, where you will have to pass many trials and take heart-breaking decisions... to survive. You will step far out of your comfort zone. It will not be pleasant, but will change the way you look at the world. It will be enriching - you will see migration from the other perspective - by living it. You will learn many skills that you never learned before.

Going out of the role destroys the game and experience of others, so we will expect all participants to stay in their roles for the whole duration of LARP. If you are not sure that you can survive a day without your smartphone this may be not a project for you.

During three days of LARP solid breakfast and dinner will be provided outside the game. Once the LARP starts what you eat depends on your in game decisions. If you afraid that you can't survive 6 hours on bread and water this may not be a project for you.

There will be no internet access in the venue during the LARP time, outside the game you can surf as much as you want. If you are afraid that you can't survive 6 hours without updating your insta-story this may not be a project for you.

During the game some physical exercises may occur. We may be running, we maybe chopping wood for the fire, we maybe even need to „fight“ - of course it will be allowed only with safe, accredited accessories. Organizers will take best care that everyone will be safe during the game, but you need to take full responsibilities for yourself and your actions. If you want to run around and hit everyone with an enormous fake axe this may not be a project for you.

COSTUMES

During the game we will be dressed as into post-apocalyptic, tribal costumes. You should start to create your costume already at home. Some ideas how to do it and inspirational pictures will be posted into the Facebook group after 1.08. Join the group by then and follow us! If you can't create your costume before the project at least bring some old clothes you are not afraid to destroy. We will have a workshop how to do it.

Mass Migration caused destabilization, European Union collapsed, civil disobedience, revolutions and anarchy came through the whole Europe. All money was virtual but when finally electricity crushed, internet stopped to exist people lost everything.

Panic. Disorientation.

People blamed science and technology and turn away from their heritage. But it was too late to stop the catastrophe... Climate changed. First global warming draughts desolated the continent. Not long time passed until Great Winter came. People were burning everything which can be burnt. After many generations all books disappeared. Only clay and stone tablets remained. People gathered in tribes and had to start anew. They claimed that golden age of their civilization ended together with birth of technology that ruined everything. So they looked for remains of ancient cultures. They found artifacts of ancient civilizations. They learned the myths. Stone and clay tablets told them about old gods. They turned to them for help, Magna Mater, Golden Bull and panteon of Sumerian gods were worshiped again. They divided.

Today we have three tribes, different societies, different religions... and the future to build.

Previous attempts of unification of Edinu failed, newly elected Queen of Edinu dissapeard. No one knows what happened to her and if she is alive. Tribes blame one another.

What happened next may be up to you...

THE WORLD

LARP will take place in the create world of Edinu, the setting that exist and extends since 2017. It is the fifth edition of the LARP. You will have a chance to see effects of the decisions taken by previous groups as well as to start completely new narrations. Here is the most basic description of Edinu. More stories will appear regularly on the facebook group starting on 1.08. Make sure you follow us.

CHARACTER CREATION

Every participant will be playing a fictional character Some elements of your role (like tribe or profession) will be pre-decided, but it will be you who will develop your character. You will have a chance to create the whole story of your character - who you were before arriving to Edinu, decide about it features or aspirations.

Your experience in LARP depends on your character - this is your chance to be someone else and do things you never did. The more challenging your role will be, the more you can learn during the LARP.

We will be developing characters during the project, but one day is a very short time to develop a deep complex personality, so we would like to invite you to work with us already before the project to create great characters that are consistent with the main plot of LARP. We will guide you through the process and help you to create your own story. All process will start with the questionnaire posted on the Facebook group after 1.08. We guarantee that the time devoted for preparation will benefit with great experience during the game.

SEND US:

by 1.08.2020 fill in the participant form:

<https://forms.gle/WuPuUfqHrMFoE7Uq6>

PREPARATION MEETING:

As due to change of the dates for training course for youth leaders we do not have a chance for a personal meeting before the LARP. Therefore, we decided to organize an online meeting in the form of webinar to explain you conditions in Edinu, the character preparation process and the role of youth leaders during LARP.

The webinar will take place on 4.07 on 12:00 and will last for about 2 hours. It will have a form of live streaming of our team connected with the chat with all participants. We will answer all your questions.

THE MEETING IS OBLIGATORY FOR ALL YOUTH LEADERS

DON'T FORGET:

- post-apocalyptic costume (or its basic elements, there will be a chance to improve it during the project)
- snacks and drinks for intercultural evening (bring some snacks or sweets, we don't have possibility to cook)
- anything that you think will be useful for the programme (books about the topic, CDs, games etc...),
- slippers and towel,
- ... and lots of motivation and smiles.

TIMETABLE:

11.09.2020	12.09.2020	13.09.2020	14.09.2020
ARRIVALS	INTRODUCTION	MIGRATION TODAY	WHAT IS LARP? GAME MECHANICS
ARRIVALS	TEAM BUILDING ACTIVITIES	ROLE OF MEDIA IN BUILDING SOCIETY	CREATING OUR CHARACTERS
19:00 DINNER	EUROPEAN IDENTITY AND HISTORICAL MIGRATIONS	CITY GAME IN BERLIN	CRAFTING WORKSHOP
20:30 GETTING TO KNOW EACH OTHER	WELCOME EVENING	BERLIN BY NIGHT	STORYTELLING EVENING

15.09.2020	16.09.2020	17.09.2020	18.09.2020	19.09.2020
ACTING WORKSHOP	„ON THE WAY TO EDINU“ - LARP GAME	DEBREEFING	LARP AND REALITY	8:00 BREAKFAST
„ON THE WAY TO EDINU“ - LARP GAME	„ON THE WAY TO EDINU“ - LARP GAME	„ON THE WAY TO EDINU“ - LARP GAME	ROLE OF YOUNG PEOPLE IN SHAPING THE FUTURE OF EUROPE	DEPARTURES
„ON THE WAY TO EDINU“ - LARP GAME	„ON THE WAY TO EDINU“ - LARP GAME	„ON THE WAY TO EDINU“ - LARP GAME	EVALUATION	
DEBREEFING INTERCULTURAL EVENING	„ON THE WAY TO EDINU“ - LARP GAME	CLOSING THE LARP FREE EVENING	FAREWELL PARTY	

CONTACT:

In case of any questions feel free to contact us:

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and join the Facebook group for participants of the project:

<https://www.facebook.com/groups/578515975944465/>