

INTERNATIONAL YOUTH EXCHANGE

EUROPE IN THE TIME OF CRISIS

CRISIS ONE: CLIMATE CHANGE

BERLIN, 19-28.09.2022



Erasmus+

19.09.2022 - ARRIVALS

28.09.2022 - DEPARTURES

OBJECTIVES:

The aim of this project is to enable young people to build sense of understanding, orientation and resilience in nowadays world through:

exploring the topic of climate change, its political consequences and impact on young peoples lives,

exchanging views and opinions of young people from different countries on the topic,

building a sense of "being on the same boat" with young people from all over Europe and finding common approaches to those problems.



„Europe in the time of Crisis“ is an international youth exchange aiming to strengthen feeling of responsibility of young people for the world that surrounds us. During the project we will analyze political dimension of climate change - try to understand different interests that are holding society from taking immediate action, to understand political processes connected to it and reflect on its impact on our lives.

LARP (*Live Action Role Play Game*) is a combination of game, simulation and improvised theater. It 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 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.

Through the LARP game we will discover mechanisms that drive the society in times of crisis. We will reenact how decision making process regarding energy sources happen, how to compromise different interests and find a common ground that is to protect natural resources and environment. We will search for solutions to the climate crisis and find out what does it take to show solidarity, take difficult decisions and be accountable for own actions.

TARGET GROUP:

COUNTRY:	NO. OF PARTICIPANTS:	NO. OF LEADERS:
GERMANY	6	2
CYPRUS	6	1
GREECE	6	1
NETHERLANDS	6	1
POLAND	6	2
SLOVENIA	6	1
SWEDEN	6	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 six participants and one youth leader. There is no age limit for leaders. The project values diversity - while collecting national groups equal access for young people of different backgrounds must be provided.

NOTE: The exchange will be proceeded with an online preparations process consisting of a voice call and discussion on the chat, using a dedicated Discord server. All group leaders taking part in the exchange should take part in the preparations.

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 BRANDENBURG airport:

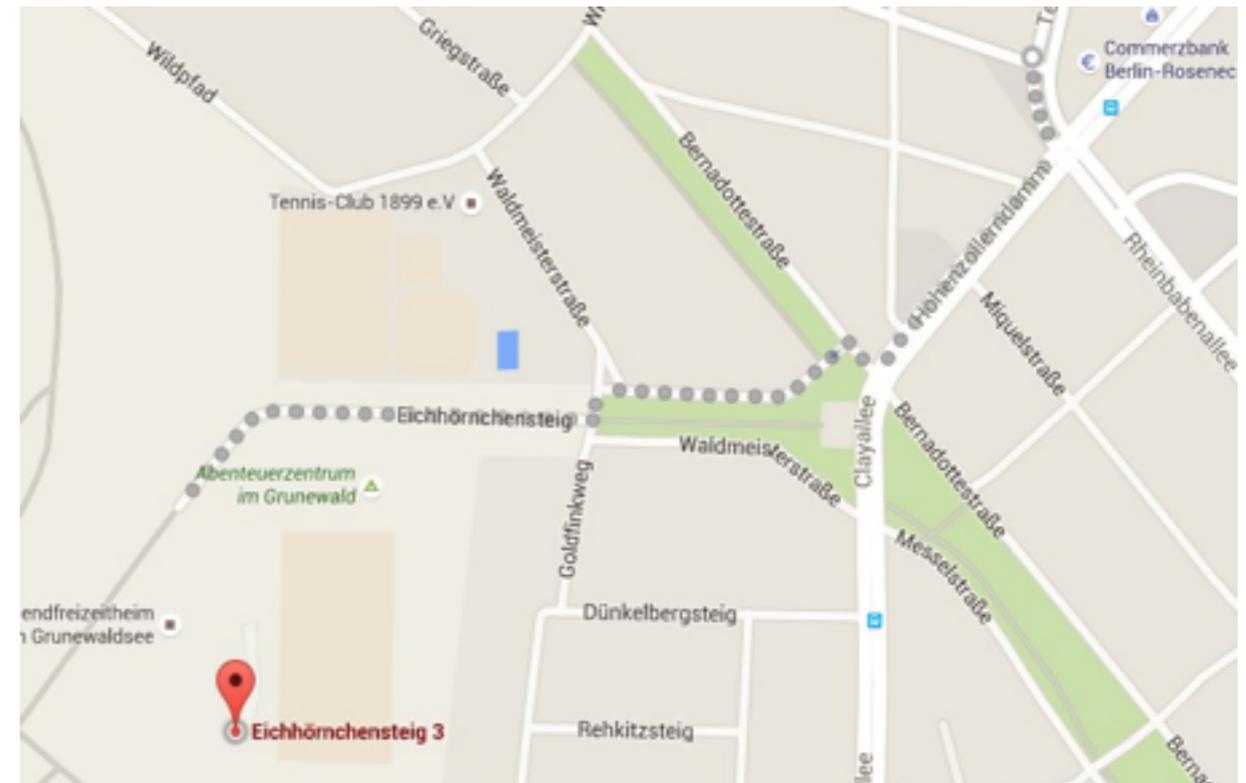
Find the S-bahn station Flughafen BER (city train in Berlin). There take the train S45 (direction S Südkreuz) and go to the last station Südkreuz. In Südkreuz change to the train number S41 (direction Ring) and get to the station Halensee. There you need to walk out of the station (there is only one 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 below (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).

TICKET:

If you are traveling from the BER airport you need to buy a ticket for zones ABC (3,8 EUR). If you arrive to main train station or ZOB you need to buy a AB ticket (3 EUR). Those ticket are valid for 2h regardless how many changes you have on the way.



GERMANY



FUNDING CONDITIONS:

Project is financed under the „ERASMUS+ 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 exchange. 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.

GREEN TRAVEL

If you are planning to travel by ecological means of transport (bus, train) contact the organizers in advance - there is a possibility of applying a higher travel limit for „green travel“.

COUNTRY:	TRAVEL LIMIT PER PERSON:
GERMANY	0 EUR
CYPRUS	360 EUR
GREECE	275 EUR
NETHERLANDS	275 EUR
POLAND	275 EUR
SLOVENIA	275 EUR
SWEDEN	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 Rammstein. 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 the climate change 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 on Discord 15.08. 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.

The Apocalypse

The old world has ended, the sophisticated civilization of our ancestors has collapsed. It ended rapidly in death and ruin. No one remembers now what caused the Apocalypse. Climate change? Mass migration? Artificial intelligence rebellion? Global internet dump? The cause is unimportant as we know the effect: the global system of information disappeared, everything people knew was gone.

The books were burned, the technologies forgotten. People were left helpless and disorientated in post-apocalyptic world as hunter-gatherers of ancient times. Those who survived grew wild and primitive. They gathered in tribes. They marched on and on, in search of a place to start from anew.

The Migration

It was many generations after the Apocalypse that first tribes appeared on the territory of Edinu. Those people were desperate, hungry and tired. Only few of them reached the place, many didn't make the way.

Some people say that the land of Edinu was promised to them in a prophetic vision. Some say that it was a mere accident, as they've been wandering blindly in search of any temporary shelter. Probably both are right. Edinu was a land of plenty that looked like a paradise to the desperate wanderers. Rich soil to cultivate, fruit trees providing food, fresh water to drink and irrigate the fields... even some pre-constructed shelters from the older times.

Be it accident or destiny, the three tribes - Yamnaya, Uruk, Maykop have reached this paradise from different parts of the world at almost the same moment. They didn't know each other's language and grew afraid and distrustful. The paradise was proved to be yet another challenge.

And for many years now, five tribes are living together, struggling with lack of food and merciless weather conditions. Decimated from Mutants' rides, weakened by internal conflicts, Edinu awaits a brighter future. Will you lead it to the new dawn?

THE WORLD

LARP will take place in the create world of Edinu, the setting that exist and extends since 2017. It is the sixth 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 Discord tarting on 15.08. 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 few days 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 on the 15.08 with the questionnaire posted on Discord. We guarantee that the time devoted for preparation will benefit with great experience during the game.

SEND US:

by 15.08.2022 fill in the participant form:

<https://forms.gle/hq5PauUU8avFi4Cu7>

PREPARATION:

In order to fully benefit from this project some effort will be required. From 15.08 we will open a Discord server where materials that will help you to prepare for the LARP will be posted regularly.

During the preparation period we will also organize two virtual meetings (on Discord) :

- Q&A session for all participants - where all questions about the exchange and the LARP will be clarified,
- Preparation meeting for Youth Leaders - during which we will prepare youth leaders for their role,

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 (music instruments, games, books),
- slippers and towel,
- ... and lots of motivation and smiles,

TIMETABLE:

19.09.2022	20.09.2022	21.09.2022	22.09.2022	23.09.2022
ARRIVALS	INTRODUCTION	INTRO TO LARP	GAME MECHANICS	BODY AND VOICE EMPOWERMENT
ARRIVALS	TEAM BUILDING ACTIVITIES	LORE OF EDINU	CHARACTER DEVELOPMENT	„ON THE WAY TO EDINU“ - LARP GAME
19:00 DINNER	CLIMATE CHANGE - NARRATIVES AND OUR VIEWS	CHARACTER DEVELOPMENT	CRAFTING WORKSHOP	„ON THE WAY TO EDINU“ - LARP GAME
20:30 GETTING TO KNOW EACH OTHER	WELCOME EVENING	CRAFTING WORKSHOP	STORYTELLING EVENING	DEBRIEFING

24.09.2022	25.09.2022	26.09.2022	27.09.2022	28.09.2022
CLIMATE CHANGE FACTS AND FICTIONS	„ON THE WAY TO EDINU“ - LARP GAME	DEBRIEFING	CITY GAME IN BERLIN	8:00 BREAKFAST
„ON THE WAY TO EDINU“ - LARP GAME	„ON THE WAY TO EDINU“ - LARP GAME	LARP AND THE REALITY	CITY GAME IN BERLIN	DEPARTURES
„ON THE WAY TO EDINU“ - LARP GAME	„ON THE WAY TO EDINU“ - LARP GAME	ROLE OF YOUNG PEOPLE IN SHAPING THE FUTURE OF EUROPE	EVALUATION	
„ON THE WAY TO EDINU“ - LARP GAME	CLOSING THE LARP FREE EVENING	FREE EVENING	FAREWELL PARTY	

CONTACT:

In case of any questions feel free to contact us:

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