



Gems of  
**Youth  
Work**

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# **Digital story book**

· Season II ·



Erasmus+



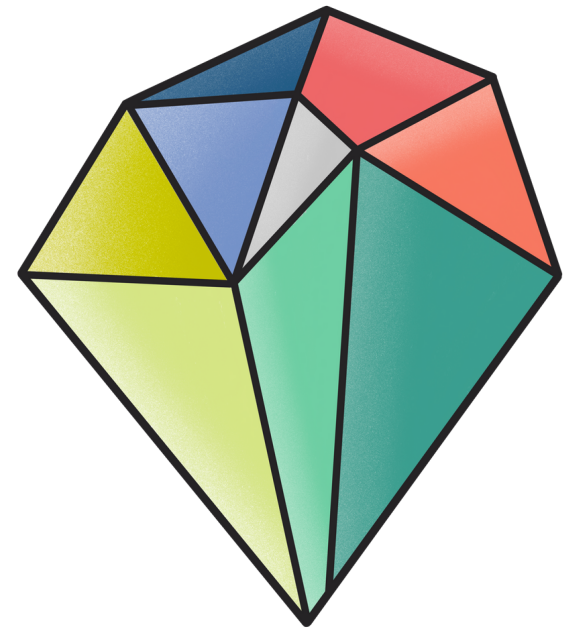
erasmus+ and  
european solidarity  
corps agency



Co-funded by the  
Erasmus+ Programme  
of the European Union

*This publication had been produced with the financial support of the European Union's Erasmus+ Programme. Opinions expressed in this publication are solely the authors' and do not reflect the opinions of the funders of the project.*

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Gems of  
**Youth  
Work**

[shokkin.org/gems-of-youth-work](https://shokkin.org/gems-of-youth-work)

## Sharing Precious Practices

“Gems of Youth Work” is a strategic partnership project in the field of youth that gathers stories from youth workers, trainers, youth organizations and young people. We share these “gems” in the form of podcasts and graphic recordings in order to promote good practices and the value and recognition of international youth work. You can follow the latest updates of the project with the hashtag #GemsofYouthWork on Facebook and Instagram.



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# Digital story book

• Season II •

# S02E09 | "Learning with Board Games"

with Javi Quilez

*Have you ever heard the phrase "stop playing and go do something useful"? Well, what if we say that playing might be one of the most useful things you have been doing and that we all should play more ourselves and encourage play?*

In this episode we discuss what the benefits of game based learning are and what we should not forget when working with youth and learning. Javi, a true non-formal educator, trainer and Waldorf pedagogy teacher, shares what is important when creating educational board games and what to keep in mind when doing it internationally.

## Resources

Website of BB Games: [bb-games.eu](http://bb-games.eu)

## Javi Quilez

Asociación Promesas  
(Spain)





Gems of  
Youth  
Work

# «LEARNING WITH BOARD GAMES»

≡ T-H-E C-A-S-E ≡

The magical world of:  
**GAME-BASED  
LEARNING**

WE ARE BORN WITH THE URGE TO  
PLAY, EXPLORE, & DISCOVER  
the world around us

THE MAIN GOAL MUST BE TO ADDRESS A NEED.  
IF THIS IS NOT WORKING, WE MUST  
TAKE A STEP BACK & START AGAIN.

IN NON-FORMAL EDUCATION  
YOU CAN SEE **REAL CHANGE**  
ON PARTICIPANTS OVER A  
SHORT PERIOD OF TIME

THIS IS VERY **REWARDING**,  
IT MAKES YOU STAY AND CONTINUE  
**CREATING OPPORTUNITIES**

ONE DAY  
IN  
**2014...**

**BB** **BORDERLINE  
BOARD GAMES**

A PARTNERSHIP MERGING:

**COMMUNITY  
N-E-E-D-S**

**FINANCIAL  
literacy** & **CONFLICT  
management**

**ENGAGING  
F-O-R-M-A-T**

**GAME-BASED  
learning**

WANTING TO  
CREATE SOMETHING  
**U-S-E-F-U-L**

**T-H-E G-A-M-E  
EMOTIONAL FLOW**  
HAS A VERY STRONG  
IMPACT ON THE EXPERIENCE

EMOTIONS ARE REMEMBERED  
FOR A LONGER TIME & THEY  
**TRIGGER ACTION!**

HOW WOULD YOU  
LIKE THE PLAYERS  
TO FEEL BEFORE,  
DURING & AFTER  
THE GAME?

- ▶ **NEEDS** WHAT IS NOT THERE YET?
- ▶ **MECHANICS** WHAT TYPE OF GAME FITS?
- ▶ **YOUTH** SHOULD ALWAYS BE PART OF THE CREATION PROCESS

**TESTING**  
IS ESSENTIAL WHEN  
DEVELOPING GAMES

EVERYTIME,  
THE GAME IS  
*different!*

TESTED WITH  
**+ 2000 YOUTH  
ACROSS EUROPE**

**GAME CONCEPTS  
DEVELOPED  
O-N-L-I-N-E**

IN EDUCATION,  
**FIRST WE FEEL  
AND THEN  
WE THINK**

WHEN PLAYERS FOCUS ON  
FEELING, THE DECISIONS THEY  
MAKE DURING THE GAME WILL  
HELP THEM DISCOVER A LOT  
ABOUT THEMSELVES & THEIR VALUES

IT IS VERY IMPORTANT TO  
**ADAPT & CUSTOMIZE**  
GAMES TO THE TARGET GROUP



**DEBRIEFING**  
EMOTIONS GET SHAPED  
INTO LEARNING & ACTION

**AHÁ!**

DURING

WITH THE RIGHT  
TYPE OF PEOPLE,  
POSSIBILITIES  
ARE ENDLESS

YOU NEED TO FIRST  
**LIVE AN EXPERIENCE**  
IN ORDER TO PASS IT  
TO OTHERS AROUND YOU

**Javi Quilez**  
Asociación Promesas  
(Spain)







# S02E10 | "Advocacy, Policy Making and Lobbying: the Case of Youth Homelessness"

with Carmen Marcu

*Can grassroots youth work influence policy making? What is a White Paper? How can you bring different stakeholders to the table and make them passionate for a common cause?*

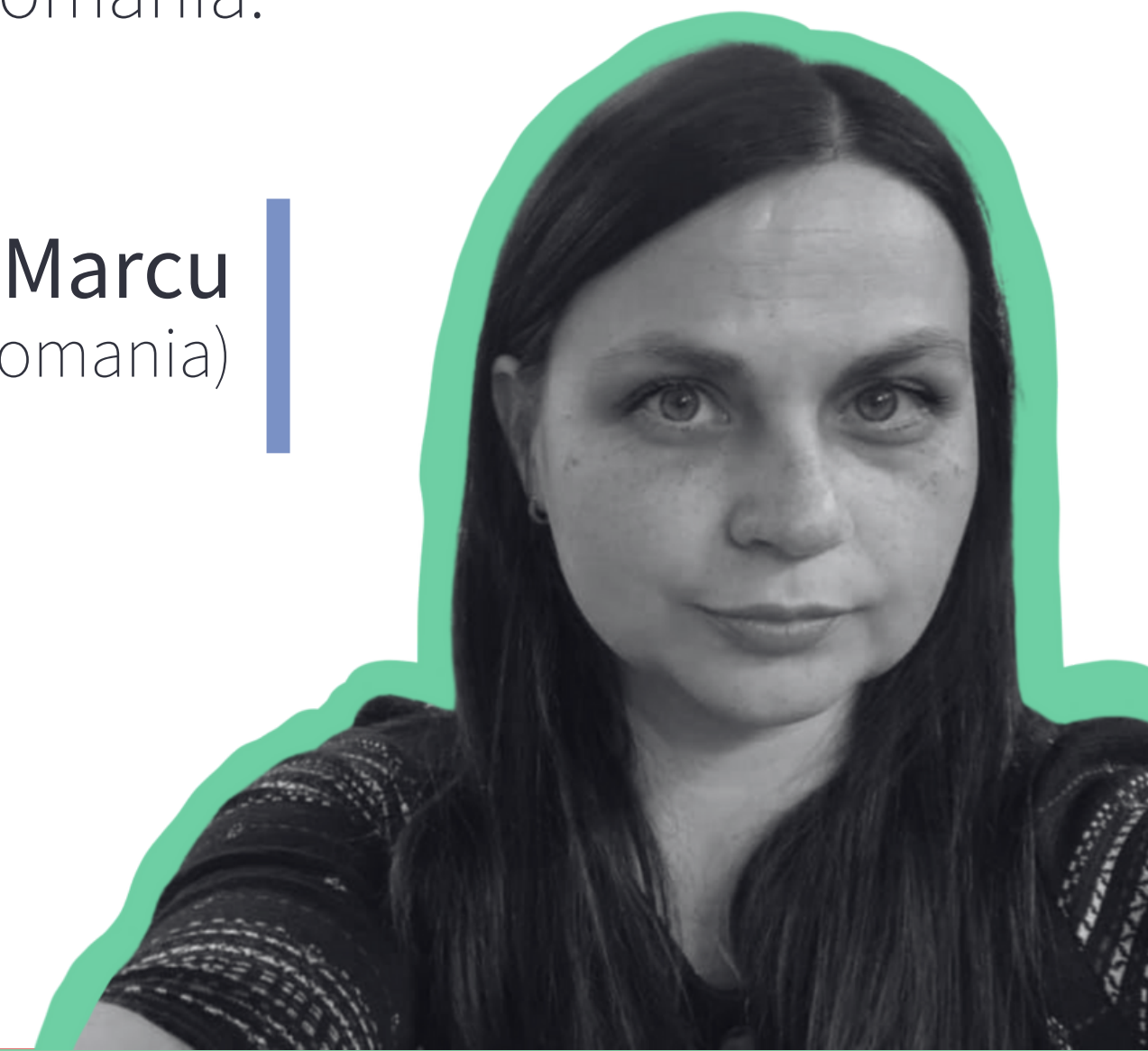
Carmen Marcu is a facilitator in policy making passionate about fostering co-operation between civil society, academia, policy makers and the private sector. In this episode, Carmen shares her insights and experiences of embedding youth work in research, policy making and advocacy for the cause of targeting the issue of youth homelessness in Romania.

## Resources

White Paper on Homeless Youth in Romania:

[www.younginitiative.org/carta-alba-homelessness](http://www.younginitiative.org/carta-alba-homelessness)

Carmen Marcu  
(Romania)



INSIGHTS

# ADVOCACY, POLICY MAKING & LOBBYING: THE CASE OF YOUTH HOMELESSNESS



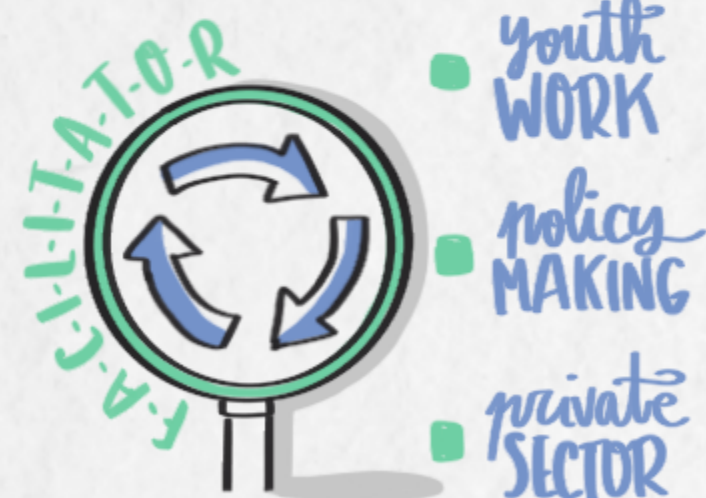
Gems of Youth Work

THE CASE

INVITATION TO FACILITATE A MEETING BETWEEN EXPERTS IN YOUTH HOMELESSNESS



PREVIOUS EXPERIENCE AT THE CROSSROADS OF SECTORS



HOW CAN YOUTH WORK BE EMBEDDED IN ADVOCACY & POLICY-MAKING?

INITIAL PLAN: DESK RESEARCH



NOT ENOUGH DATA AVAILABLE

HOW MANY YOUNG PEOPLE ARE HOMELESS IN ROMANIA?

THROUGH COLLABORATING WITH OTHERS, WE REALIZED THAT

WE COULD DO MORE!

BY DRAWING THE ATTENTION OF THE PUBLIC TOWARDS THIS PROBLEM

CO-CREATION  
LA BLA BLA  
A BLA BLA B  
A BLA BLA  
A BLA BLA  
the hardest part!

OUTCOME: WHITE PAPER

A SERIES OF RECOMMENDATIONS TO IMPROVE DIFFERENT ASPECTS OF THE LIFE OF HOMELESS YOUTH

"THE BIG CHANGE COMES WHEN YOU HAVE AUTHORITIES AT THE TABLE"

ADVOCACY

IS THE PROCESS OF TRANSFORMING YOUR VOICE INTO POLICY

DEVELOPING NEW GUIDELINES

OR MONITORING POLICY IMPLEMENTATION

A.K.A WHITE PAPER

ADVOCACY

LOBBYING

IF YOU DON'T REPEAT, IF YOU DON'T DEBATE, THE FOCUS WILL BE GONE

SHORT-TERM IMPACT

FINANCING OF SMALL PROJECTS INVOLVING HOMELESS YOUTH AND STARTING POINT FOR FURTHER CONVERSATIONS

SOMETIMES THERE ARE TENSIONS BETWEEN NGO'S & THE ADMINISTRATION

WE NEED TO "KILL OUR DARLINGS" AND REMEMBER WE HAVE THE SAME GOALS

MAKE SURE YOU INVOLVE DECISION-MAKERS ON THE GIVEN QUESTION

IT TAKES TIME, STAY MOTIVATED

RECOMMENDATIONS

- 1 MAKE A LIST OF STAKEHOLDERS FOR & AGAINST THE CAUSE!
- 2 MAKE SURE PRESENT AUTHORITIES HAVE DECISION POWER IN THE ISSUE
- 3 DON'T RUSH! ALLOW EACH PART TO PRESENT THEIR PERSPECTIVE



Carmen Marcu (Romania)





# S02E11 | "USE-IT Maps & Urban Exploration"

with Filip Gábor

*What if you gather an international group of young people in a city far away from home with a mission to create a youth-friendly travel map? What can you learn from the process and how not to lose motivation in a project that doesn't seem to reach its goal?*

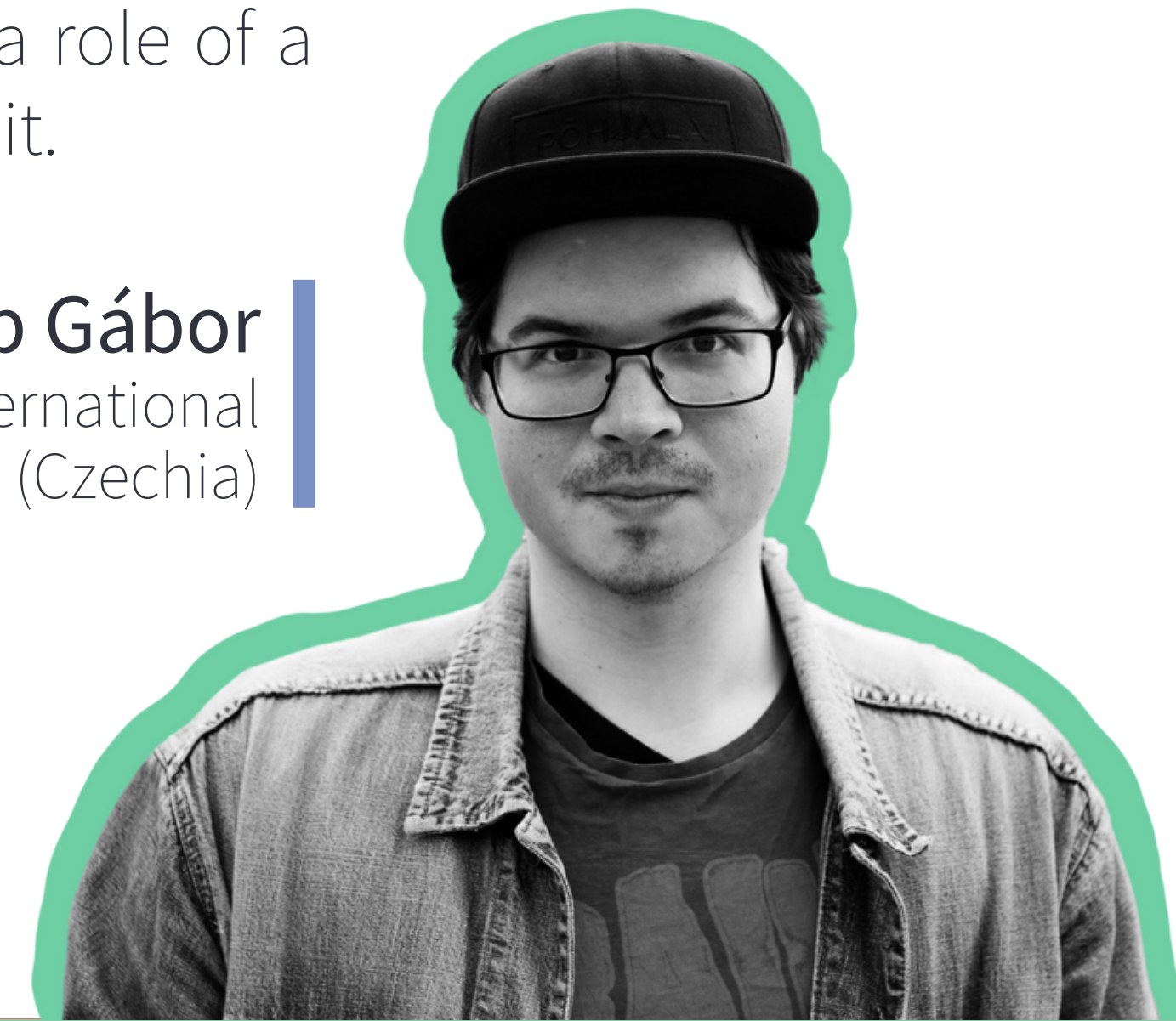
Filip Gábor is a youth worker, coordinator, and trainer in the field of non-formal learning. Before training volunteers, he gained his own volunteering experience working on an ambitious project. This episode shares a perspective of a young coordinator in a role of a volunteer understanding a new city and culture in order to authentically promote it.

## Resources

USE-IT website: [www.use-it.travel/home](http://www.use-it.travel/home)

USE-IT Tbilisi Map: [www.use-it.travel/cities/detail/tbilisi/](http://www.use-it.travel/cities/detail/tbilisi/)

**Filip Gábor**  
Be International  
(Czechia)



T-I-N-S-I-G-H-T-S

# USE-IT MAPS & URBAN EXPLORATION



Gems of Youth Work

## IN A NUTSHELL:



10 EU VOLUNTEERS  
15 LOCAL MEMBERS



TBILISI (GEORGIA)



2 MONTHS VOLUNTEERING

THE CASE

## ESG (FORMER EVS) VOLUNTEERING TEAMS

A VOLUNTEERING EXPERIENCE IN WHICH A GROUP OF YOUNG PEOPLE SPEND A PERIOD OF TIME IN ANOTHER COUNTRY IN ORDER TO DEVELOP NEW COMPETENCES



18-30 Y.O

MAX. 2 MONTHS



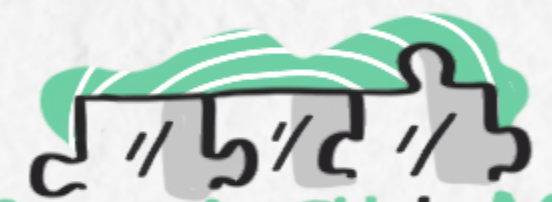
INTERCULTURAL LEARNING  
*between the group & in the country*  
DECISION-MAKING & COMPROMISING  
*what to include or not?*  
FILIP'S LEARNING PRACTICAL SKILLS & more!

THE OBJECTIVE: TO CREATE A COOL TBILISI MAP FOR YOUNG TRAVELLERS WITH «HIDDEN GEMS»



THE IDEA WAS BORN FROM A YOUNG PERSON'S OWN INITIATIVE  
«WHY NOT DO THIS IN TBILISI?»

THE TEAM: DIVERSE IN NATIONALITY & AGE, THEY COMPLEMENTED ONE ANOTHER IN THEIR SKILLS & ATTITUDE



THE PROJECT'S INTERNATIONAL DIMENSION BROUGHT AN EXTERNAL PERSPECTIVE ABOUT THE CITY SPACES

POTENTIAL FOR LOCAL YOUTH WORK



INVOLVING YOUTH IN SOMETHING MEANINGFUL FOR THEIR COMMUNITIES

## STEP BY STEP:

1. GATHER THE YOUTH GROUP
2. DISCOVER THE LOCAL IDENTITY
3. DIVIDE RESPONSIBILITIES BY TEAMS
4. REACH OUT FOR SUPPORT TO LOCAL AUTHORITIES



"A TANGIBLE GOAL TO BE DEVELOPED IN A FEW MONTHS WITH A SPECIFIC ROADMAP"

"BE REALISTIC WITH TIME"

WHAT MAKES YOUR CITY APPEALING?

IT IS VERY INSPIRING TO SEE YOUNG PEOPLE'S MOTIVATION TO CHANGE the world

## MOTIVATION

PEER-TO-PEER WORKSHOPS

- GRAPHIC DESIGN
- COPYWRITING
- FUNDRAISING

THE ACTIVITIES: EXPLORING! CHOOSING THE RIGHT PLACES FOR THE MAP



Filip Gábor  
Be International (Czech Republic)





# S02E12 | "Customer Journey Mapping as a tool to enhance Inclusion and Diversity"

with Meelika Hirmo

*Do we really know our target group(s) and their needs and preferences? How can we break the bubble and reach beyond the usual suspects in our work? What does all have to do with youth participation, inclusion, active citizenship, and the shaping of a better tomorrow?*

Meelika Hirmo is coordinator at the SALTO Participation and Information Resource Centre in Estonia. In this episode of "Gems of Youth Work", she shares her passion and lessons learned of applying Design-Thinking approaches and Customer Journey Mapping tools to youth work and learning mobility programmes.

## Resources

Participation Resource Pool: [www.participationpool.eu](http://www.participationpool.eu)

## Meelika Hirmo

SALTO Participation and Information (Estonia)



INSIGHTS

# CUSTOMER JOURNEY MAPPING AS A TOOL TO ENHANCE INCLUSION & DIVERSITY in European learning mobility programmes



Gems of Youth Work

THE C.A.S.E



CUSTOMER JOURNEY M.A.P.P.I.N.G  
HOW DO beneficiaries FEEL & ACT WHEN THEY INTERACT WITH European programmes?  
NGO's YOUTH

REACH >> EXPERIENCE >> FOLLOW-UP  
FOLLOWING THE USER'S STEPS...



«ERROR 101»  
WE OFTEN ASSUME WHAT YOUNG PEOPLE NEED OR WANT



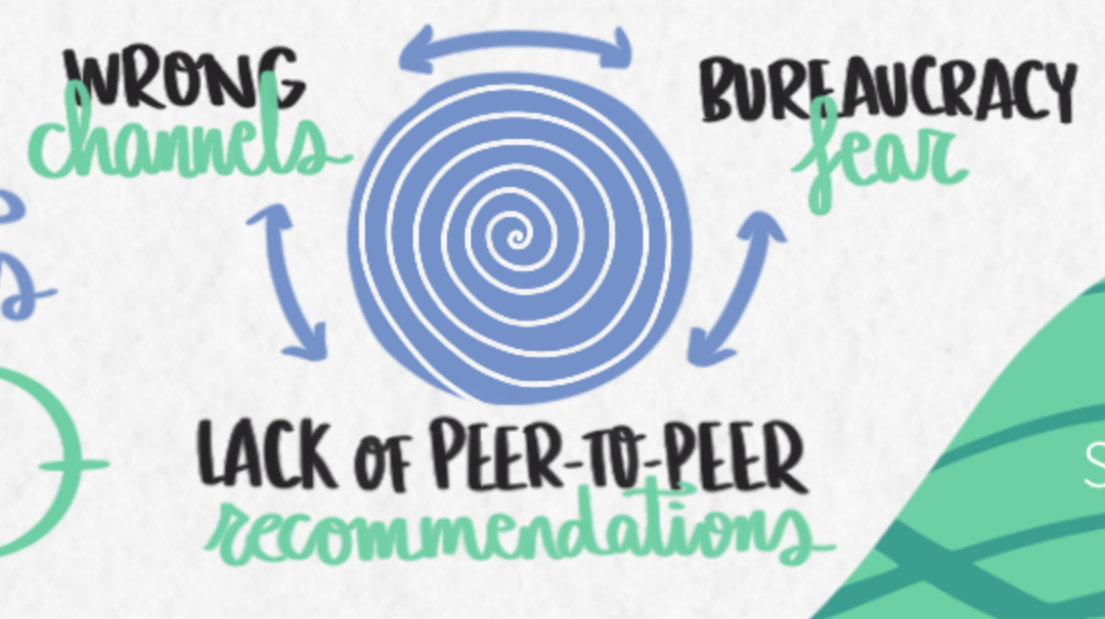
MEANINGFUL D-I-A-L-O-G-U-E from the users' PERSPECTIVE



DESIGN THINKING TOOLS HOW?



UNDERSTAND YOUR TARGET GROUP'S C-H-A-L-L-E-N-G-E-S



THIS PROCESS STRETCHES YOUR MIND TO THINK OUT OF YOUR OWN CONCEPTUAL thinking

ASK YOUR TARGET GROUP!  
PROTOTYPE WITH purpose  
REDUCE THE NUMBER OF CHANNELS  
COLLABORATE OUTSIDE OF YOUR bubble!

DON'T BE AFRAID OF MISTAKES!

EUROPEAN PROGRAMMES OPENED MANY DOORS & HEARTS, INCLUDING my own!

FAIL fast, FAIL SMALL

Meelika Hirno  
SALTO Participation and Information(Estonia)







# S02E13 | "Youth Work on a Tree"

with Matijs Babris

*Tree houses are for kids only, right? But what about building a house 10 meters high from the ground as an approach in youth work? What about putting a classic piano up on a tree platform and organising a music event?*

Matijs Babris is a PhD student, architect, adventurer, project manager, and tree house building enthusiast from Latvia. Matijs encountered tree house building as a method for community development and teamwork some years ago in the Netherlands, and in this episode, we touch upon outdoor education and the value it brings to self-development.

## Resources

Tree House Place: [www.facebook.com/treehouseplace](https://www.facebook.com/treehouseplace)

Movement Spontaneous: [www.facebook.com/letshike.co](https://www.facebook.com/letshike.co)

Adventure Spirit: [www.facebook.com/Piedzivojumagars](https://www.facebook.com/Piedzivojumagars)

**Matijs Babris**  
TreeHouse Place  
(Latvia)





Gems of Youth Work

# YOUTH WORK ON A TREE

BUILDING TREEHOUSES TO BUILD TEAMWORK

THE C.A.S.E

COMBINING PROFESSION & PASSION ARCHITECTURE OUTDOORS

- WHAT?
- ADVENTURE HIKES
  - OUTDOOR PROJECTS

BORN FROM AN ERASMUS+ youth exchange

TRANSFER OF THE IDEA TO L.A.T.V.I.A

OUTDOOR education

PUTS YOU OUT OF YOUR *comfort zone* AND MAKES YOU GROW

international YOUTH PROJECTS UP TO 2 WEEKS F.L.O.W

- THEORETICAL PREPARATION
- PRACTICAL EDUCATION
- ACTIVE TREE-BUILDING
- FINAL ACTIVITY / OPEN EVENT

Building T-E-A-M + Activity T-E-A-M

IN AREAS WHERE TREES ARE TALL & CLOSE TOGETHER (i.e. PINETREES)

adventure HIKES / TOURS

"MOST OF THE LEARNING POINTS ARE ALSO APPLICABLE IN OTHER *spheres of life*"

OPEN TO EVERYONE! TREEHOUSES & PLATFORMS

UP TO 48m! DIFFERENT HEIGHTS

methods based on SPACE & MENTORSHIP

3 RISKS system

1 RISK = OK  
2 RISKS = TRICKY  
3 RISKS = NO-GO!

PLAN FOR EXTRA time & budget

main TAKEOUTS:

- TEAMWORK
- RISK MANAGEMENT
- RESPONSIBILITY

THE tree DICTATES THE H-O-U-S-E

Matijs Babris  
TreeHouse place (Latvia)



INSIGHTS

CROSS-SECTORIAL collaboration IS ESSENTIAL

THERE IS ALWAYS SOMETHING TO DO, SO EVERYONE FEELS USEFUL!



# S02E14 | "The Power of Presence: Empathy and Mindfulness in Youth Work"

with Ilze Jēce

*Why is it good to slow down and be present? What is the relation of empathy, mindfulness and body work with non-formal education and youth work?*

Our guest Ilze Jēce is a youth work trainer, movement educator and body worker from Latvia. In this episode, Ilze draws from her long standing experience of applying empathy, mindfulness and body work in non-formal education and youth work, both as content and as an approach.

## Resources

Ilze Wellbeing: [www.facebook.com/IlzeJeceWellbeing](https://www.facebook.com/IlzeJeceWellbeing)

Ilze Jēce  
(Latvia)





Gems of Youth Work

BOTH AS TOPIC & METHOD

# THE POWER OF PRESENCE: EMPATHY & MINDFULNESS IN YOUTH WORK

INSIGHTS

THE CASE

"AS EDUCATORS, WE OFFER A GLIMPSE OF WHAT IS POSSIBLE"

BENEFITS

IT IS ABOUT STOPPING, REFLECTING & ANALYZING THE RELATIONSHIP WITH OURSELVES, THE OUTER WORLD & THEN **M-A-K-I-N-G C-H-O-I-C-E-S** in an active way



BOTH THE PANDEMIC & THE WAR HAVE SHOWN THE **VULNERABILITY** OF PEOPLE

GROWING POPULARITY OF MORE **BODY-EMBRACING PRACTICES**

WITH THE RISK OF **BEING MISUSED**

NON-FORMAL EDUCATION IS IN ITSELF BASED ON THE SAME PRINCIPLES AS

**MINDFULNESS**

OBSERVATION REFLECTION

**slowness** AS A COMMON EFFECT OF HIGHER MINDFULNESS & EMPATHY AFTER COURSES

deeper, sustainable LEARNING, SPECIALLY AMONG THOSE WHO HAD NEVER BEEN EXPOSED TO THESE METHODS

**FIRST STEPS**

TO BRINGING EMPATHY & MINDFULNESS INTO youth work

PRACTICE self-practice

BE AWARE OF personal BOUNDARIES

EXPLAIN WHAT will happen

KNOW YOUR method

DO NOT FORCE concrete truths

GIVE PEOPLE freedom TO PARTICIPATE

THREE TYPES DEFINED BY DANIEL GOLDMAN

**EMPATHY** INVITING THE BODY TO THE EXPERIENCE



**COGNITIVE**

INVOLVING MIND & BODY



**EMOTIONAL**

INTEGRATING PERSONAL EXPERIENCES



**COMPASSIONATE** "ACTION-ORIENTED"

= INTERNALIZING Knowledge

MEANINGFUL experiences

**N-A-T-U-R-E:** as a powerful tool

IT ENCOURAGES US TO CONSUME LESS & EXPERIENCE MORE

THE **S-P-A-C-E-S** WE USE INFLUENCES OUR ATTITUDE

**LET GO!** PARTICIPANTS DO NOT NEED TO ABSORB 100% OF THE CONTENT

YOU CAN INVITE PEOPLE TO THE EXPERIENCE, BUT NEVER FORCE IT

KEEP A CRITICAL APPROACH

"WE NEED TO HAVE SPACE IN OUR MINDS IN ORDER TO NOTICE WHAT IS HAPPENING WITHIN & AROUND US"

**MINDFULNESS CANNOT WORK WITHOUT APPROPRIATE action**

**REFLECTION** "IN THE LAST FEW YEARS, THE ROLE OF YOUTH EDUCATOR IS SWITCHING INTO THE ROLE OF YOUTH ENTERTAINER"

Ilze Jēce (Latvia)





# S02E15 | "Youth Hub: Youth Work Without a Youth Worker" with Alii Stoicescu

*Can you imagine how youth work can be organized without a youth worker? What if young people take ownership of the space, program, and each other's development?*

Alii studies in two universities simultaneously, works in a kindergarten, and for the fourth year, she manages a Youth Hub in her hometown in Romania where the main initiators and designers of activities are young people themselves. In this episode, Alii shares her experience of reaching members, re-structuring selection processes, how they involve adults, and what role international youth work activities play in the development of the Youth Hub.

## Resources

Website of AUSF: [www.stropdefericire.ro](http://www.stropdefericire.ro)

**Alii Stoicescu**  
Un Strop de Fericire  
(Romania)







Gems of Youth Work

# YOUTH HUB: YOUTH WORK WITHOUT A YOUTH WORKER

THE CASE

## «YOUTH HUB»

A COMMUNITY OF YOUNGSTERS INVOLVED IN A PROCESS OF

- VOLUNTEERING
- SELF-DEVELOPMENT
- EXPERIENTIAL LEARNING

+ SOCIAL ACTIVITIES

250 youngsters + 20 LEADERS

YOUTH WITH COMMON MOTIVATION & INTERESTS



- 1 REGISTRATION FORM
- 2 INTERVIEW
- 3 PERSONAL PROJECT

- 3 COORDINATE
- 2 FACILITATE
- 1 LEARN

INSIGHTS

Project example: "SCHOOL for LIFE" MEMBER PROGRAMME ON SKILLS DEVELOPMENT

KEY 8 COMPETENCES / ACTIVITY 12 CATEGORIES

- CAREER GUIDANCE
- MENTAL HEALTH
- PRACTICAL ABILITIES
- TEAMBUILDING
- ENTREPRENEURSHIP
- CREATIVITY
- COMMUNICATION
- SPORTS
- & MANY MORE...

## TIPS for SUCCESS



IT IS IMPORTANT TO LISTEN

TRY TO BE CONSISTENT

FOCUS ON NEEDS

S-P-A-C-E TO EXPRESS THEMSELVES

S-U-P-P-O-R-T TO REALIZE THEIR IDEAS

Understand your WHY & START DOING!

TALK ABOUT WHAT YOU DO SO OTHERS CAN KNOW & approach you

POSSIBLE CHALLENGES: PEOPLE & FINANCES

TRYING TO BECOME THE PERSON I NEEDED WHEN I WAS A TEENAGER

IT IS OK TO ACKNOWLEDGE THAT YOU DON'T KNOW EVERYTHING



Ali Stoicescu  
Un Strop de Fericire (Romania)

THERE IS STILL A LACK OF UNDERSTANDING OF THE IMPORTANCE OF VOLUNTEERING & YOUTH WORK ACTIVITIES



# S02E16 | "Gamification and Youth Work"

with Antonis Triantafyllakis

*What are the elements and mechanisms of games, and how can we use them to spice up learning and youth work? What are the human needs for autonomy, relatedness, and mastery, and how can satisfying them give us intrinsic motivation and a feeling of being in the flow?*

Antonis Triantafyllakis is an experiential playful learning facilitator, purpose driven entrepreneur and designer with a cause from Greece. In this episode, he draws from his experience of applying gamification to youth work and education and shares his insights on the importance of motivation in educational processes.

## Resources

MYTRAINER: [mytrainer.cc](https://mytrainer.cc)

Antonis Triantafyllakis  
(Greece)



# GAMIFICATION AND YOUTH WORK



Gems of Youth Work

THE C.A.S.E

"NOT ONLY ABOUT POINTS, BADGES & LEADERBOARDS"  
"P.B.L."



"A STRONG NARRATIVE COMBINED WITH GAME ELEMENTS IS NEEDED, OTHERWISE MOTIVATION WON'T HAVE A LONG-LASTING effect"



"WHAT'S THE POINT OF GATHERING POINTS? it's pointless!"

INSIGHTS

GAMIFICATION

IS ALL ABOUT motivation

THE PROCESS OF TAKING ELEMENTS FROM GAMES & PLACING THEM IN NON-GAMING ENVIRONMENTS.

TWO WAYS OF ENHANCING LEARNING

GAMIFICATION IS THE HOW

"GAMIFICATION IS PSYCHOLOGY, NOT RANDOMLY ADDING A GAME SYSTEM"

"BY CONTROLLING THE ENVIRONMENT, YOU ARE TAPPING ON WHAT MAKES people stay put"

EXTRINSIC

EXTERNAL REWARDS WHICH PUSH US ONE STEP FURTHER: (MONEY, STATUS, BADGES...)



V-I-S-I-B-L-E progress IS E-S-S-E-N-T-I-A-L

GAMIFICATION A PROCESS THAT OPTIMIZES THE LEARNING

GAME-BASED LEARNING GAMES THEMSELVES ARE THE TOOLS TO GET TO A LEARNING PROCESS

MICRO-LEARNING KEEPING IT SHORT, BITE-SIZE & VERY PURPOSEFUL

SOMETHING AS COMMON in youth work AS TEAMWORK IS, ITSELF, GAMIFICATION

INTRINSIC

ELEMENTS THAT TAKE YOU TO THE STATE OF FLOW

DOING SOMETHING FOR THE SAKE OF DOING IT

"THE BEST WAY TO UNDERSTAND GAMES IS BY PLAYING THEM YOURSELF & IDENTIFYING YOUR OWN IMPRESSIONS"

BEGINNERS' STEPS: 1) understand! MOTIVATION!

GAMES HAVE BEEN HEALING US DURING THE LAST 2 YEARS

WE DO!

"IN YOUTH WORK WE ALREADY HAVE GAMIFIED METHODS without realizing it"

3 INHERENT needs IN HUMANS

SELF-DETERMINATION THEORY



AUTONOMY THE SENSE THAT WE CAN CONTROL WHAT WILL HAPPEN



RELATEDNESS NEED FOR COMMUNITY AND CONNECTION



MASTERY THE SENSE OF DEVELOPMENT & PROGRESS

COMBINING gamification WITH LEARNING

Antonis Triantafyllakis (Greece)





# Funding bodies



Erasmus+ is the EU's programme to support education, training, youth and sport in Europe. With a budget of €26.2 billion for the period 2021-2027, the programme places a strong focus on social inclusion, the green and digital transitions, and promoting young people's participation in democratic life. Detailed information on all its opportunities is available in the Erasmus+ Programme Guide.

More information: [ec.europa.eu/programmes/erasmus-plus/about\\_en](https://ec.europa.eu/programmes/erasmus-plus/about_en)



The National Agencies are based in Programme Countries and their role involves providing information on Erasmus+, selecting projects to be funded, monitoring and evaluating Erasmus+, supporting applicants and participants, working with other National Agencies and the EU, promoting Erasmus+ and sharing success stories and best practices.

# The organizations behind



Shokkin Group International is a network of youth organizations founded in 2015 with the common mission of improving the quality of youth work in Europe. We build reliable partnerships and experiment with innovative approaches to achieve a positive social impact.



EduEra's main aim is to educate and inform people about educational opportunities, build and develop their competencies and support their active participation and initiative. Our main activity is mainly focused on cross-sectoral collaboration between schools, municipalities, and NGOs.



Ticket2Europe is an organization created by youngsters for youngsters. Founded in early 2016 in Spain, our mission is to open up new paths and development possibilities for young people by empowering and supporting them on their search for future opportunities.



The aims and activities of Coobra – cooperativa braccianti are the development, planning, implementation and procurance of activities and projects in the major aspects in fields such as youth, labour, culture, art, education, democracy, media, migration and research as well as all other sociopolitical relevant ranges.



Gems of  
**Youth  
Work**



Erasmus+



erasmus+ and  
european solidarity  
corps agency