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Erasmus+ Key Action 2

Cooperation partnerships in youth

"You(TH) Play"

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01/09/2022 – 29/02/2024

Background

The applicant organization

Association Mundus Bulgaria is a non-governmental organization with its main mission to support the achievements in non-formal education, for which purpose joint activities are undertaken in the various sectors of the Erasmus + program, to expand partnerships and international cooperation with various institutions, especially in the field of youth. The organization prepares national and partners in international programs for social and professional integration of adolescents, as well as projects for people in need of social integration.

Mundus Bulgaria works to:

1. To coordinate and manage projects for national and international mobility, exchanges and training programs
2. To develop spiritual values, civil society, education and culture;
3. To support and promote training activities for young people on issues related to European citizenship and active participation in civil society
4. To create platforms for exchange of information, cooperation and support for fostering the better integration of citizens as part of the European Union
5. To develop measures for mediation and conflict resolution as means for promoting coexistence between members of the community
6. To promote and develop programs for career orientation, social, cultural and labor market integration of individuals and other groups at risk of exclusion
7. To provide support learners and especially to young adults who need career orientations
8. To promote the right to active civic participation, in order to improve their quality of life within diverse local communities in Bulgaria and around Europe
9. To promote volunteering as a tool for society development and achievement of economic growth

The main scope of Mundus Bulgaria is the preparation of programs for social and professional integration of individuals, young adults with fewer opportunities and other vulnerable groups, as well as those at risk of social exclusion. Moreover, the association works to support the development and promotion of valuable cultural and sport programs for adults, support the implementation of international educational exchange programs, preparation and management of projects for international learning mobility, etc. The association promotes and supports the sport and volunteering movements and is aimed at strengthening the spirit of cooperation among nations.

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Project

Rationale

Since 2020 the world is experiencing significant sanitary and economic crisis due to the COVID-19 pandemic. The crisis has had a disproportionate impact on the wellbeing and education of young people. A new crisis is now about to arise because of the current situation with the migrations from Ukraine. In all these conditions environmental issues, always present on the EU agenda, are somehow left aside and not much attention is being paid to it. This is why the main idea of the current project is to combine the work on environmental protection with digital learning thanks to virtual game based learning model and in this way provide support for tackling those issues, standing high as current horizontal EU priorities.

The project will address the sectorial priority for increasing the quality and innovation in youth work through the application and use of gamification methodology in virtual setting in this sector. The same manner will be used to tackle the topic of environmental awareness and climate changes while working with youth. In addition, the gamification theory and the elaboration of virtual gamified educational tools and resources will allow the enhanced digitalisation in youth work, the strengthened capacity of youth workers to operate with technologies, therefore such actions are expected to also solicit increased interest of youth target groups to better approach the environmental issues.

On the other hand, the project will seek to create and test a PILOT virtual gamified space/ digital learning tool in youth work by producing a real life knowledge-based game on environmental education VIRTUAL PLANET. The product will aim at tackling such issues and putting them into a virtual space, thus supporting the uptake of innovative approaches and digital technologies for environmental education teaching and learning. It will also support youth workers, leaders and educators in the transition from traditional to distance and digital and game based learning. By being designed to equip target groups with innovative teaching tool in a digital era, the You(TH) Play project fully corresponds to the priority of quality and

innovation of youth work.

By developing the knowledge based game on the particular topic of environmental preservation and fight against climate change, the project will also reply positively to the such priority standing high in the EU agenda since years and stated currently as horizontal within this program action. All project objectives and expected results lay down in the addressed program priorities as the needs for such actions have been concretely analysed and agreed to be tackled by all partners since strong needs of action have been detected.

Project objectives

Main aim of the You(TH) Play project is to reinforce the ability of youth institutions as well NGOs to provide high quality, inclusive digital environmental learning using innovative technology of gamification and creation of virtual spaces.

Specific objectives:

- to build capacity of participating entities to implement blended and modern learning in regards of environmental issues, using the gamified tools and virtual space technologies
- to develop high-quality content in regards of environmental preservation such as game based learning resource using virtual space
- to develop further pedagogical competences of youth workers and educators, enabling them to develop high quality environmental education
- to share best practices of dealing with games based and environmental learning

Results:

- Creation of an environmental game support content, to be used for learning purposes in youth

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work, education and training fields

- Preparation of Virtual based gamified environmental learning tool to be tested within the participating countries
- Sustainable and growing library of best practices in environmental learning supports

Outcomes:

- Wider appreciation of digital and virtual based learning tools, especially when it comes to tackling environmental issues
- Increased transnational cooperation for the creation of game based and virtual learning concepts related to environmental topics
- More young people to have access to better quality blended and virtual learning activities, mainly dedicated to the climate change and environmental preservation
- Youth NGOs and local stakeholders have greater incentive to innovate and can share more easily their own best practice
- Digital and green skills development opportunities for young people from the participating communities

As a result, the project is expected to contribute to the development of a wider knowledge-based green societies and digitalisation of learning solutions in the partner countries, will contribute to the creation of youth potential, thanks to the opportunities to be proposed. It will stimulate the integration of learners in participative activities by the engagement in alternative learning paths, creative thinking, exploration of innovative digital tools, green insights, initiatives, etc.

Target groups:

- The primary target group of this project are the youth workers, non formal education practitioners, staff members and educators working in NGOs that will be using the newly produced virtual environmental game based learning solution within their daily work with young people. Those professionals will create the content for it and will adjust it according to their different local realities and the ways environmental topics are tackled in their countries.
- Partner organizations are also primary target group as their capacity of provision of game based learning activities for youth also learning on environmental topics through innovative and eco-friendly tools will be strengthened.
- Youth groups will be also main potential beneficiaries as they will be the principal users of the learning game based tool for environmental protection and resources preservation. The virtual planet game will be put at their disposal within the youth clubs and structures, any local NGO from their regions, also will be freely available online so that each user could access it if interested. The game will be also adapted for school pupils from younger ages (10 - 18) so to ensure the scalability of the project and reach larger potential impact.
- Associated partner promoters, local schools, youth clubs or municipal structures also might benefit of the newly created learning tool as it is in full their interest environmental education and knowledge about sustainable development is enhanced within the local communities, starting it by inserting such topics / game based learning tools and activities within the schools with pupils of younger age. The newly developed digital based solution will have the potential of provoking interest among children and youngsters and will involve them in a sustained manner in environmental educational activities.

Main Activities

Transnational project meetings

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The project will be held through 2 transnational meetings. The purpose of those meetings refers mainly to the track of the project progress, the analysis of the achieved results by the different project stages, as well as the monitoring and evaluation procedures that will be put in place. Meetings have been planned as follows:

M1. Starting partnership meeting - OCT 2022 in Sofia, Bulgaria

- to officially give the project start
- inform the partners about its most important project aspects and present in details the work packages and the activity agenda
- will plan in details the activities during the next 18 months of the project implementation
- will discuss and set up a framework for the project phases and the results to be produced
- will present detailed financial management guidelines, so that all partners are aware of the budget allocations, the instalments to be done and the reporting processes
- All partners will sign a common internal agreement with the applicant organization Mundus Bulgaria, related to the their tasks and responsibilities, as well as the budget allocations, which they will receive

M2. Local events in each partner country

- Presentations of the main project outputs, dissemination actions and communication packs, visibility materials, gadgets, etc

M3. Closing Partnership Meeting – Feb 2024, Sofia, Bulgaria

- will assess the overall results achieved by the project
- Partners will provide detailed overview of the work done within each organization, as well as the global achievements on local and international level

Work Packages

Work Package 1 – project management

The project will undergo continuous monitoring of the overall progress, the quality degree and the achievement degree of the project activities. The monitoring actions within the project will be carried out by Projects for Europe (Belgium). In addition:

- Every partner shall be responsible regarding the implementation of activities at internal/ local level
- The coordinator, as regards the general management and implementation of the project will also oversee the process

Steering Committee and Expert Board members will be responsible for verifying how their organizations are working using this scale. At the Project Team meeting (monthly online calls) Committee members will be able to share the status of their activities or to present new suggestions how to improve the setting they are performed by. Committee members ensure that the project is completed on time and within budget, that the project quality and quantity indicators and results are met and that everyone is doing their job properly. Steering Committee members oversee the project to ensure the desired result is achieved, the most efficient resources are used and the different interests involved are satisfied.

STAFF INVOLVED IN MONITORING PROCESSES

The implementation of the Quality Management Plan (QMP) will be supervised by Project

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for Europe and reports will also be produced quarterly. The monitoring activity will be supervised by the Quality Manager Ines Caloisi appointed by the team during the prep actions. She will be in charge of monitoring the project achievements throughout the overall project complying with the Quality Management Plan drafted in advance. The overall project quality will be assessed timely also monitored during the monthly online calls.

TIMING AND TOOLS OF THE MONITORING ACTIVITIES

The QMP will gather and analyze the partners' inputs and publish periodical quality reports on a 6- month basis. PFE will also publish an annual quality report at the end of the first year of project implementation. The last quality report will take into consideration the overall project results. The quality control is an ongoing process throughout the project. it will be carried out using different instruments:

- Online surveys to the project partners;
- Informal dialogues with selected partners (at least 2 per year).

The items to be evaluated by the QMP are:

- Quality of the consortium cooperation
- Project management and leadership
- The extent to which the project goal and objectives have been met
- Support implementation measures

One time evaluations will focus on those activities that are best placed for external quality evaluation and those with direct interaction with the target public (e.g. local events), the indicators to be used will evaluate the quality of:

- Attendance of target groups
- -Effectiveness (of content and appropriate range and balance of activities; of the delivery by workshop leaders; of shared ownership, cost effectiveness, etc)
- -Logistics (if applicable)

Work Package 2 – Virtual Game based learning tool elaboration

The following specific objectives have been designed for the present work pack:

- To create concrete content for game based learning tool related to environmental education for young people
- to deliver a quality virtual interactive setting where game content with environmental topic could be integrated
- to operate joint work between partners in regards of enhancing pedagogical approaches for tackling environmental issues within digital learning environment through actions
- enable youth workers and other target groups (educators, teachers, etc) to easily tackle the topic of environmental learning within young populations

All specified steps for this work pack have been designed in a way to contribute for the general project objectives and connect at several levels by:

- Building capacity of partner promoters for implementing game based learning in regards of environmental issues, using the innovative tools, and virtual space technologies
- developing further competences of youth workers and educators by enabling them to deliver high quality inclusive digital environmental education
- designing and elaborating quality content relevant for environmental preservation,

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fight against climate change in daily life, reducing carbon emission

- sharing best practices of dealing with games based and environmental learning

The main results of this work package will be a full option Virtual Planet game based learning tool that will be available at any device because it will be web based. The game will be created out of content that partners having experience in gamification as well the educational and youth fields will elaborate specifically for the needs of the already defined target groups, analysed in prior. Three of the partners will deliver sustained work on the game principles and rules according to which the board version of the game will be structured. Those 3 partners (Mundus Bulgaria, Polish and Spanish partner) will also create the full educational content of the game that will be inspired by daily life actions relevant for environmental protection and sustainable development goals work. A board game will be also available out of the same content so that larger amounts of target groups, including those with fewer opportunities could benefit using it.

The other group of 3 international partners, having solid expertise in the technical digitalization of contents and generally in web based solutions creation, will transform the already produced game content in a virtual space. Therefore the final outcome will be an environmental learning game that could be played by youth (and not only) either virtually either as a board game.

Activities:

Game principles and content creation

- Leading partner: INSTALOFI LEVANTE SL
- Partners: MUNDUS BULGARIA, REGIONALNE CENTRUM WOLONTARIATU
- Result: Game rules and principles, game content in terms of environmental education modules (waste management, resources preservation, carbon emissions decrease, etc)
- Multilanguage
- Board game and question cards for a physical play, etc

Game content digitalization and virtualization

- Leading partner: Quiztion LTD
- Partners: INNOVATION HIVE, PROJECTS FOR EUROPE PFE
- Result: PILOT Virtual Planet learning TOOL, game content transfer and edit in digital / virtual space, web-based space for accessing the game

Work Package 3 – Partner meetings and reach out events

Several local actions will be organized along with a stand-in one event in each country so that the potential users of the newly launched learning tool could be increased. The objectives of the planned actions are:

- To reach directly at least 60 local participants per country, addressing particularly to: youth workers, educators, trainers, young people, fellow NGOs, schools and similar authorities, parents, etc
- Extending and developing the competences of educators and other staff members who support environmental education and awareness raising actions on that topic
- To promote digital game-based tools for learning generally, with special focus on reaching disadvantaged youth populations, etc
- To promote innovative digital methods and tools for teaching, training and learning as drivers of improvements for environmental education already operated
- Demonstrate responsiveness, adaptability and flexibility of youth field towards

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current challenges and fight against crisis situations

The WP will bring the following results:

- A detailed dissemination plan to be operated in the same manner in all participating countries
- Campaigning and awareness raising actions on the topic in all participating communities and countries
- Multi-language printed versions of the board game produced
- A lot of people involved in face to face events, dedicated to environmental education and its importance in terms of contribution to behavioural changes towards the preservation of planet resources among youth
- Local presentations about the project and its potential impact on the change of behaviours of youth towards environmental preservation and climate change fight
- Presentations on environmental education as a key tool for education in the present times, among young generations but also among the whole population
- Presentations of the deliverables produced (board game and Virtual Planet game based learning tool) within the project
- Online blended meetings or hybrid connection with partners from other countries taking part in the project, introducing experts speaking on environmental topics
- Discussions, question and answers sessions, networking activities, etc during international partner meetings All partners will elaborate various gadgets related to environmental preservation as well printed materials and volunteers who will be helping guests attending the events and will deliver them the materials as presents.

Project Partners

Organization Name	Country	Type of institution
Mundus Bulgaria	Bulgaria	Non-governmental association
REGIONALNE CENTRUM WOLONTARIATU	Poland	Non-governmental organisation
INNOVATION HIVE	Greece	Non-governmental organisation
PROJECTS FOR EUROPE PFE	Belgium	Non-governmental organisation
INSTALOFI LEVANTE SL	Spain	Non-governmental organisation
Quiztion LTD	Bulgaria	Small and medium sized enterprise



Management and Budget allocations

All project management matters, division of responsibilities **as well as the budget allocations and instalments will be discussed during the 1st kick off project meeting that will be held in Sofia** in October 2022.

NOTE:

Our organizational policy is that the Kick off meeting is hosted by us and that the budget for it is centralized so all the expenses are managed by our organization. Therefore, please note that you will be requested to only buy your tickets and then all the arrangements here on the spot will be on the charge of Mundus Bulgaria.

As for next meetings we will distribute the budget to partners and the management will be up to each one.

Contact

If you need further information do not hesitate to contact us at president@mundusbulgaria.com or at +359886168008

Ms Denitsa Andonova will welcome your requests regarding this project and will gladly provide you with the needed information.

Looking forward to hearing from you!

Mundus Bulgaria Project Team