



***Granada, Spain***

***Learning By  
Playing***

***Info-pack***

***September 14-23, 2021***

***A HUGE WELCOME AND HELLO TO YOU FROM THE PROJECT ORGANIZERS' TEAM!***

***WE ARE LOOKING FORWARD TO MEETING YOU AND SUPPORTING YOU DURING YOUR STAY HERE IN SPAIN. WE ARE GOING TO WORK TOGETHER DURING THE NEXT MONTHS, FULL OF NEW EMOTIONS, ACTIVITIES, DISCOVERIES, THOUGHTS AND PEOPLE.***

***FOR SOME OF YOU IT IS GOING TO BE EVEN A LIFE-CHANGING EXPERIENCE!***





**30 participants (including group leaders) raise their competencies through discussion on matters of game-based learning and gamification.**

***Participating Countries:***



***Spain - 5 participants***



***Georgia - 5 participants***



***Lithuania - 5 participants***



***Armenia - 5 participants***



***Greece - 5 participants***





# Youth Exchange "Learning By Playing"



*Selecting Participants*

**June 2021**



*Preparation*

**July - August  
2021**



*Youth Exchange*

**September 2021**



*Follow-up*

**October -  
November 2021**





# ***Aims of the Youth Exchange***

- To discuss the concepts of gamification and game-based learning;***
- To identify the added value on participants of applying game-design elements to their daily lives, careers and learning processes;***
- To understand the differences between gamification and game-based learning;***
- To share gamified tools & tools that help to gamify learning experiences;***
- To get to know best gamified practices and to experience their advantage over "traditional" learning experiences.***



# Participant's Profile

**5 participants per country**

**and 1 group leader**

***Is fully vaccinated at least 14 days prior to the international mobility (vaccine has to be authorized by the WHO)***

***Is aged 18-27***

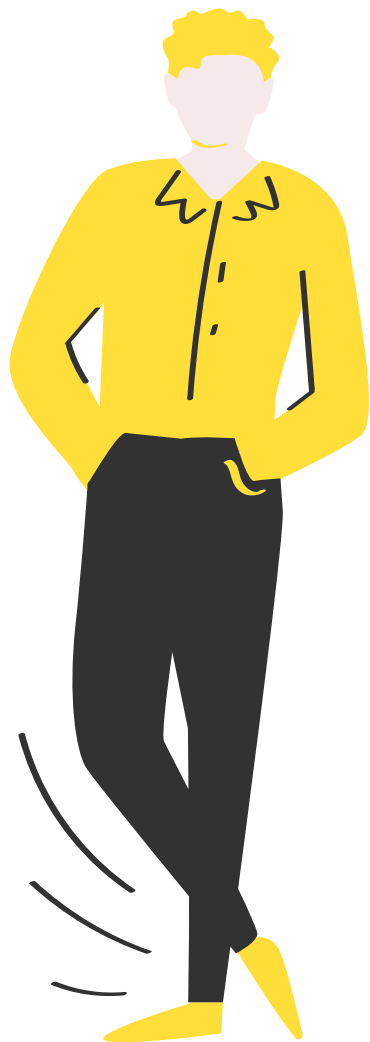
***Has Interest in gamification and game-based learning***

***Has at least intermediate level of English language***

***Is a resident of Spain, Georgia, Greece, Lithuania or Armenia***

***Is eager to organize dissemination activities after the Youth Exchange***

***youth with economic/ social/ cultural obstacles will have a priority in the selection process.***





# *Programme of "Learning By Playing"*

***Arrivals***

***Day I***

---

*Introduction to the  
youth exchange*

***Day II***

---

*Team-building/  
exploring  
gamification concept*

***Day III***

---

*Exploring game-  
based learning*

***Day IV***

---

*Gamification on  
daily basis*

***Day V***

---

*Best gamified  
practices*

***Day VI***

---

*Online tools for  
Gamification/  
Working on a local  
project*

***Day VII***

---

*Putting new  
competences into  
practice*

***Day VIII***

---

*Youthpass, Closing*

***Departures***



A person with their eyes closed, wearing a blue headscarf and having colorful paint (red, yellow, green, blue) applied to their face. They are lying on a large, vibrant fabric with a complex, multi-colored pattern of red, green, blue, and white. A red fabric with white polka dots is also visible in the upper left and lower right corners.

# *Intercultural Nights*

*During the project you will present your own cultures – national, regional, personal or any kind of culture you feel you belong to. Feel free to share your country by bringing local food, drinks, songs, dances, etc.*