

EDULARP WITHIN ERASMUS+



NAUSIKA
education foundation



Erasmus+

ZBIGNIEW JANCZUKOWICZ



LARP

LIFE ACTION ROLE-PLAYING

TELL ME, AND I WILL FORGET.

SHOW ME, AND I MAY REMEMBER.

INVOLVE ME, AND I WILL UNDERSTAND.

EDU-LARP

WHAT DO WE DO?

- Chamber-Larp
- Exp. larpers
- Railroad
- Entertainemet

- **Nordic-Larp**
- **Young newbies**
- **Sandbox**
- **Education**

OUR WORLDS

EDINU

Berlin, Germany, hosted by:

Abenteuerzentrum im Grunewald

<https://www.facebook.com/Abenteuerzentrum.im.Grunewald/>



SHANGRI-LA

Korzkiew, Poland, hosted by:

Association Europe4Youth

<http://www.europe4youth.hekko.pl/>



GIMLE

Hastekasen, Sweden

hosted by: Hastekasen Farm Association



<http://hastekasen.se/en/hastekasen-farm-hfa/>

GIMLE

HASTEKASEN – SWEDEN



GIMLE

- GIMLE LARP – July 2016
- GIMLE LARP – July 2017
- GIMLE LARP – July 2018
- GIMLE LARP – July 2019
- THE SIEGE OF GIMLE – May 2020
- GIMLE LARP – July 2020

PROJECT TITLES:

Gimle LARP Youth Exchange ###

GIMLE

HASTEKASEN – SWEDEN



GIMLE

HASTEKASEN – SWEDEN



GIMLE

HASTEKASEN – SWEDEN



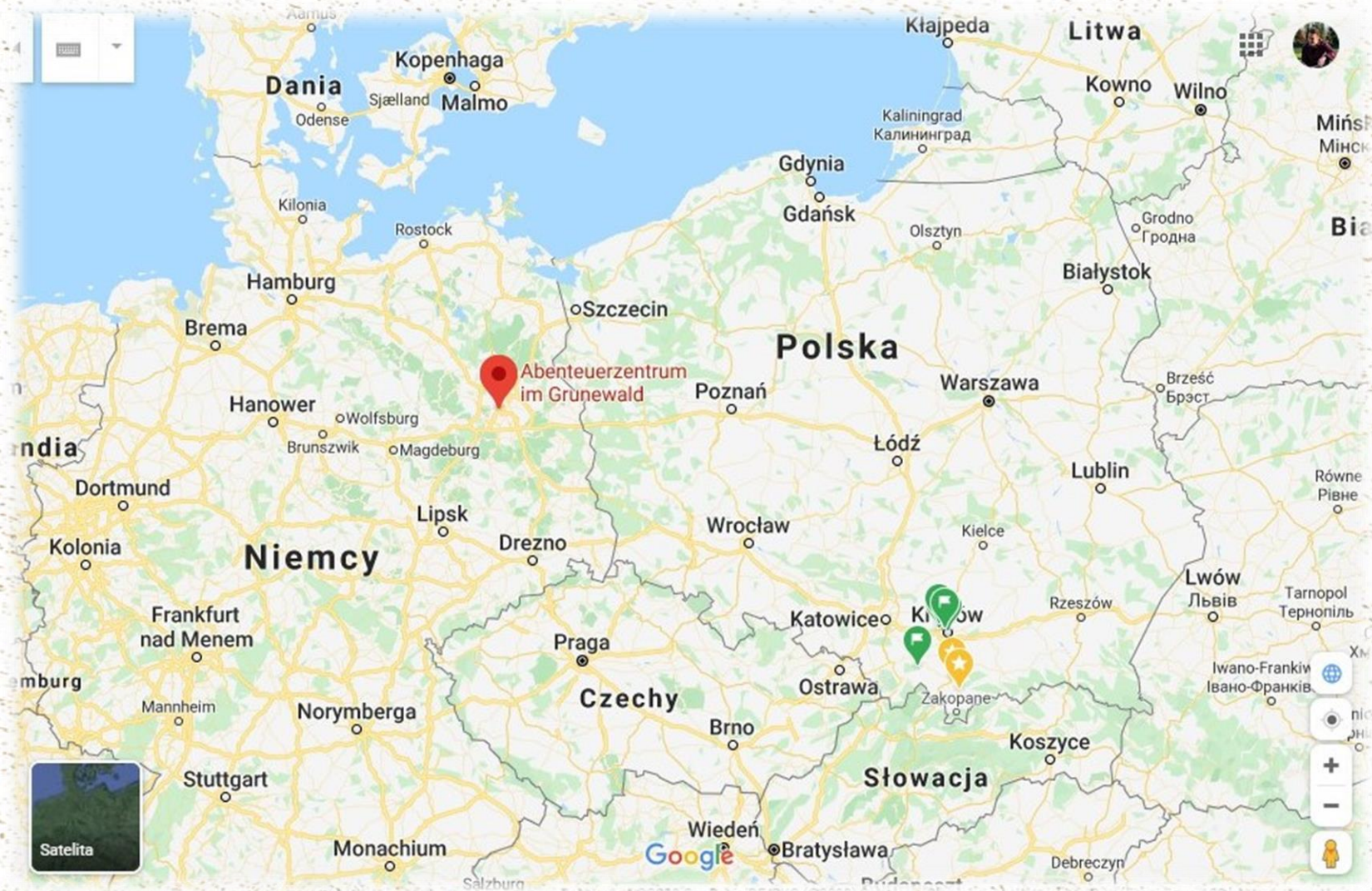
GIMLE

HASTEKASEN – SWEDEN



EDINU

BERLIN, GERMANY





EDINU

PROJECT TITLES:

- EDINU LARP I – May 2018
- EDINU LARP II – August 2018
- EDINU TRAINING II – March 2019
- EDINU LARP III – September 2019
- EDINU TRAINING II – October 2019
- EDINU LARP IV – November 2019
- EDINU TRAINING III – May 2020
- EDINU LARP V – September 2020

„Migrations are natural, borders are not”

„On the way to Edinu”

„On the way to Edinu 2.0”

EDINU

BERLIN - GERMANY



EDINU

BERLIN - GERMANY



EDINU

BERLIN - GERMANY



EDINU

BERLIN - GERMANY



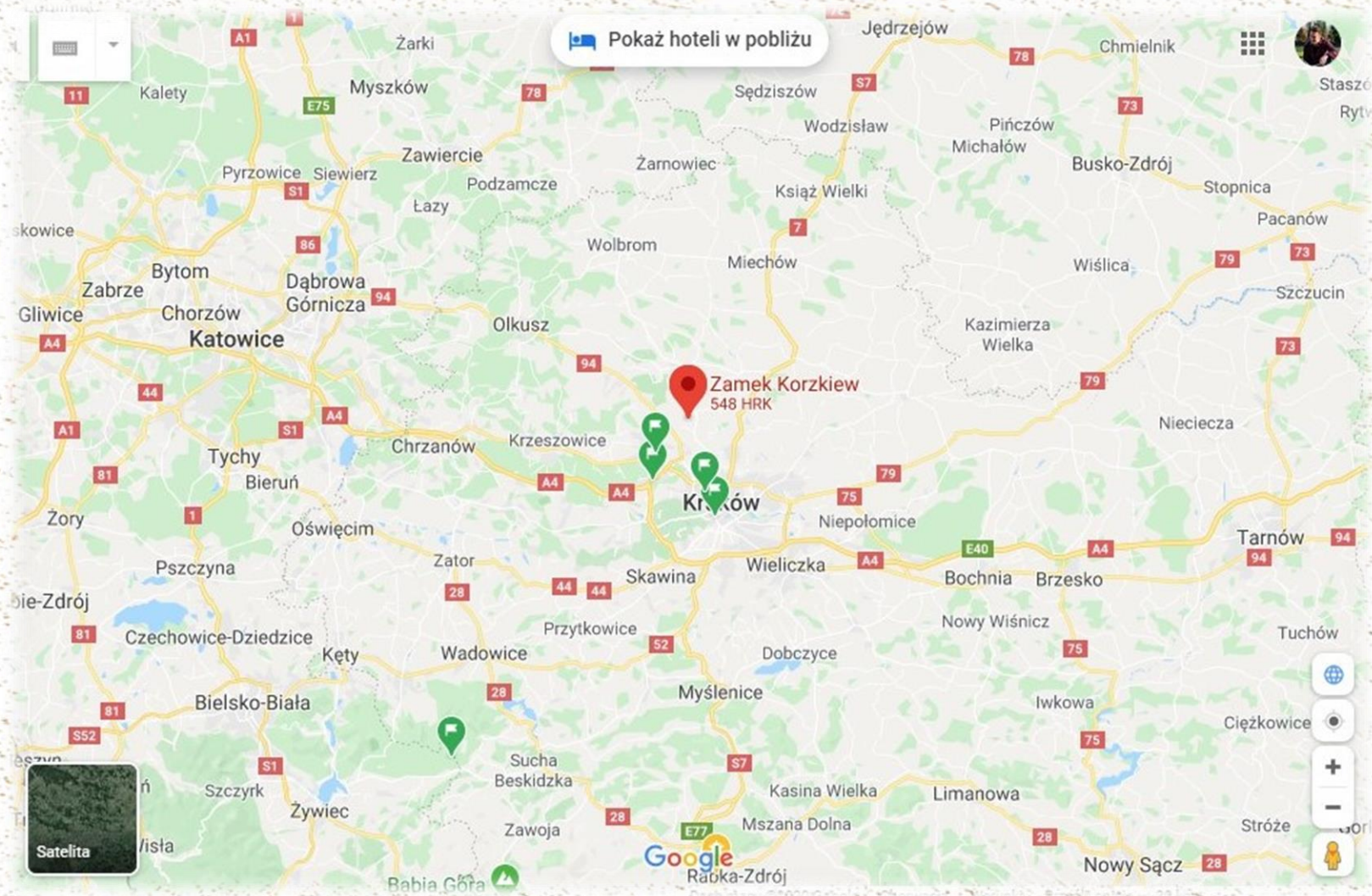
EDINU

BERLIN - GERMANY



SHANGRI-LA

KORZKIEW, POLAND 2019



SHANGRI-LA

- APV meeting – January 2019
- THE HIDDEN VALLEY LARP #1 – May 2019
- THE HIDDEN VALLEY LARP #2 – September 2019

PROJECT:

„Humanity on the Road”

SHANGRI-LA

KORZKIEW, POLAND



SHANGRI-LA

KORZKIEW, POLAND



SHANGRI-LA

KORZKIEW, POLAND



EDUACTIONAL GOALS

EDINU & SHANGRI-LA

- Analyze the European history in terms of types of migration.
- Step into migrant's shoes for a couple of days.
- Raise empathy and inter-cultural understanding.
- Practise communication and negotiation skills.
- Develop innovative learning agenda.

EDUACTIONAL GOALS

GIMLE

- Personal developement and empowerment (Hero's Journey).
- Community building and leadership.
- Permaculture.
- Nature, survival, resilience, balance.

HOW TO WRITE AN APPLICATION?



HOW TO WRITE AN APPLICATION?

1

Set the educational goals before designing the game.

2

Take on the perspective of the participants.

3

Call your National Agency at least 5 times.

4

Use the KEYWORDS of the year.

THE KEYWORDS OF 2020.

1

Engaging, connecting and empowering young people.

2

Contributing to quality and innovation in Youth Work and its recognition.

3

Promoting entrepreneurship and creative learning and social entrepreneurship among young people.

„Erasmus+ Programme Guide 2020”

https://ec.europa.eu/programmes/erasmus-plus/resources/documents/erasmus-programme-guide-2020_en

CHANCES FOR LARP DESIGNERS.

1

Innovative.

2

Good photos.

3

Participation – preparing the characters.

DANGERS FOR LARP DESIGNERS.

1

Enigmatic.

2

Too many weapons on the photos.

3

One unhappy participant can break the project.

STRUCTURE OF THE PROJECT

<div>ON THE WAY TO EDINBU</div> <div>BERLIN, 9-17.11.2019</div> <div>eduLARP youth exchange</div>			
9.11 saturday	10.11 sunday	11.11 monday	12.11 tuesday
ARRIVALS	INTRODUCTION	MIGRATION TODAY	WHAT IS LARP? GAME MECHANICS
	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

13.11 wednesday	14.11 thursday	15.11 friday	16.11 saturday	17.11 sunday
ACTING WORKSHOP	LARP	DEBRIEFING	LARP & REALITY	8.00 BREAKFAST
MIGRATION TO EDINBU	LARP	LARP	ROLE OF YOUNG PEOPLE IN SHAPING THE FUTURE OF EUROPE	DEPARTURES
LARP	LARP	LARP	EVALUATION	
DEBRIEFING INTERCULTURAL NIGHT	LARP	CLOSING THE LARP FREE EVENING	FAREWELL PARTY	

MAIN CHALLENGES



MAIN CHALLENGES

- THE PARTICIPANTS JUST GOT A VISIT TO AN EUROPEAN CITY FOR FREE.
 - they will drink as no tomorrow
 - they will crash on each other
 - their attention span is up to 1 hour
- EU CARING EYES ARE OVER US.
 - total inclusion
 - communication with partners
 - participant-based evaluation

HOW DO WE ADAPT YOUTH TO LARP?

1

PERSONALITY QUESTIONNAIRE:

1. Yungian archetypes
2. How much challenge
3. Acceptable emotions in the game
4. Practical skills to learn
5. „The Big Five” personality check

HOW DO WE ADAPT YOUTH TO LARP?

2

Prepare the characters before coming to the exchange.



HOW DO WE ADAPT YOUTH TO LARP?

3

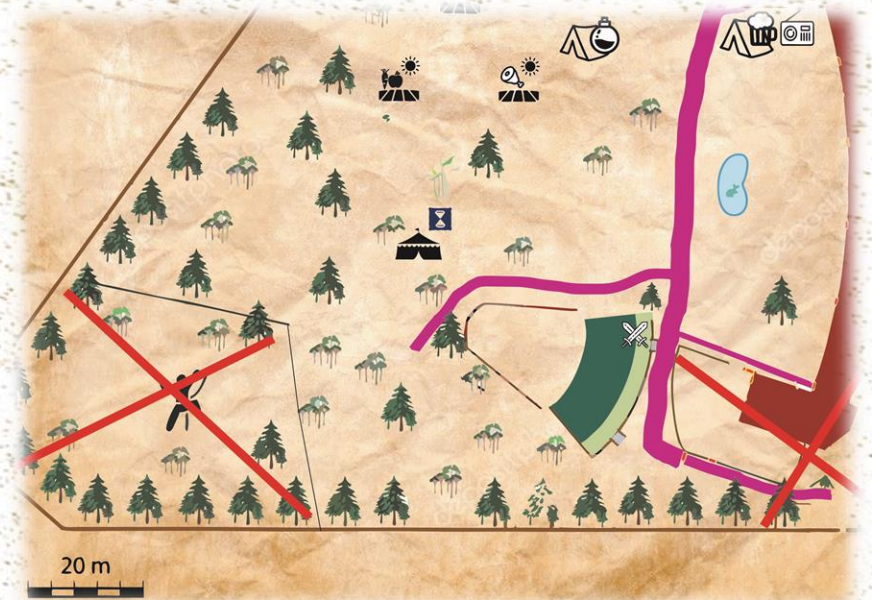
Explain what is LARP again (they have NOT read the infopack).



HOW DO WE ADAPT YOUTH TO LARP?

4

Draw a map, hang it in off-zone.



HOW DO WE ADAPT YOUTH TO LARP?

5

Go through the MECHANICS step by step.



HOW DO WE ADAPT YOUTH TO LARP?

6

Fencing and archery workshops.



HOW DO WE ADAPT YOUTH TO LARP?

7

Acting workshops.



HOW DO WE ADAPT YOUTH TO LARP?

8

Crafting workshops and making the costumes.



HOW DO WE ADAPT YOUTH TO LARP?

9

Storytelling evenings.



HOW DO WE ADAPT YOUTH TO LARP?

10

Make the tribes structurally opposite to each.

Use stereotypes and shortcuts.

Read anthropologists, oversimplify, generalize.



HOW DO WE ADAPT YOUTH TO LARP?

1 1

Tribal briefings with a supervisor for each tribe.



HOW DO WE ADAPT YOUTH TO LARP?

12

Skill cards, potion receipes – give simple instructions.



HOW DO WE ADAPT YOUTH TO LARP?

13

Personal objectives distributed daily to each player.
Group objectives distributed daily to each tribe.



HOW DO WE ADAPT YOUTH TO LARP?

14

Make them a little bit hungry. Let them fight for fire and food.



HOW DO WE ADAPT YOUTH TO LARP?

15

Supporting NPCs though all time of the game.



HOW DO WE ADAPT YOUTH TO LARP?

16

Spontaneous mutant raids every once in a while.



HOW DO WE ADAPT YOUTH TO LARP?

17

A psychologist at hand in both IN and OFF areas.



HOW DO WE ADAPT YOUTH TO LARP?

18

Psychological debriefing right after each day's game.



HOW DO WE ADAPT YOUTH TO LARP?

19

Educational debriefing as the whole last day of the project.
YouthPass certificates.





SEE YOU IN GAME



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education foundation

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