

LARP

CONVENTION | CONFERENCE | COMMUNITY

PORTAL

Since October 2020, the Portal Community is supported by the Erasmus+ Program and co-financed by the European Union.



- 10th Portal Larp Convention in Kraków, Poland, 24-26 June 2022

STARTED

as a dream of a regional meeting point of larpers, a platform to share LARP-related news, theory, panels, discussions, and experiences. This dream became a reality in 2013, thanks to the initiative and efforts of Ana Rajner, Božo Špoljarić, and Ivan Žalac.

The PoRtaL aims to explore ways to enhance and expand possibilities of LARP games, as well as to include the public in them, with particular emphasis on teachers and educators, human resources management professionals, tourism professionals, and representatives of agencies, government bodies, and institutions.

Portal Project – transition of LARP to the field of adult education

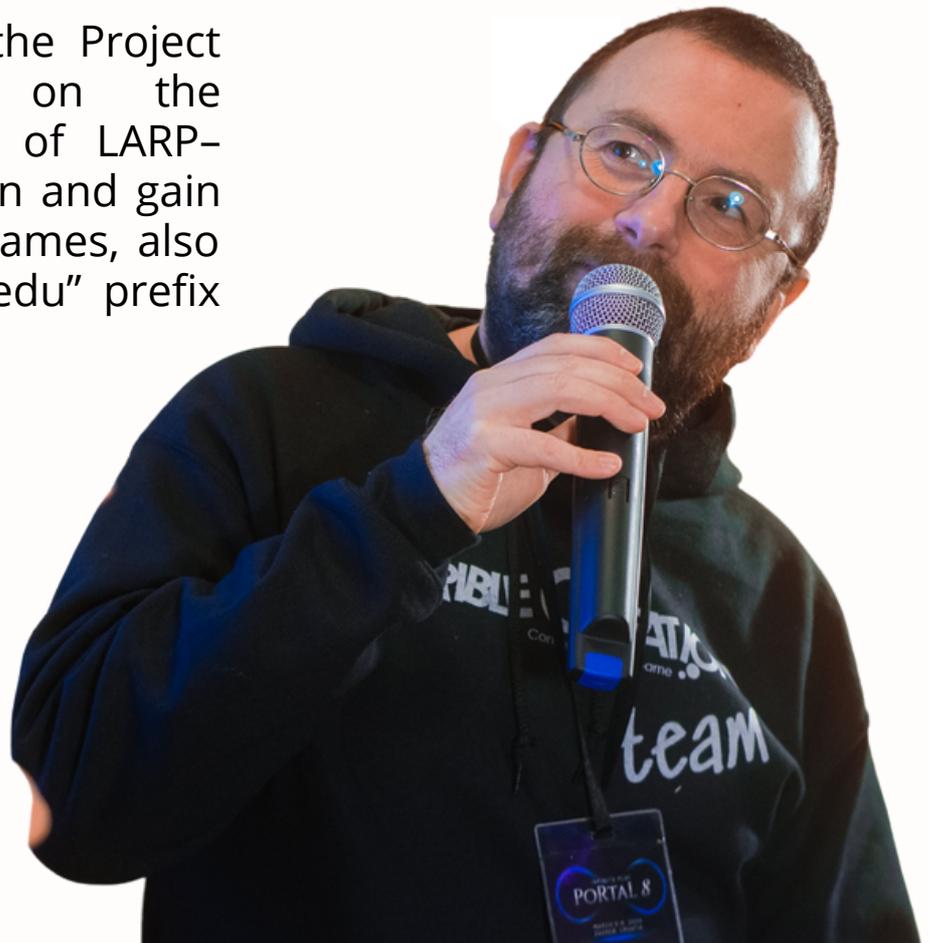
Coordinated by Nausika Educational Foundation (Poland), with Terrible Creations (Croatia), Larpifiers (Greece), LARP Bulgaria and Parallel Worlds (Hungary) as formal partners.

The main goal of the Project was to focus on the educational aspect of LARP—what do adults learn and gain while playing larp games, also those without an “edu” prefix to their titles.

**LIFE
ACTION
ROLE
PLAYING**

The impact of LARP, besides producing high-quality fun and photos, is applicable to many other fields and goals, for example:

- fostering business and teamwork by creating a transformative experience
- empowering social competences, such as strategic thinking, empathy, openness, communication, flexibility
- raising awareness of local and global challenges, such as politics, climate change, social justice, and migration.





3
DAYS

163
PARTICIPANTS

22
COUNTRIES



#PORTAL10

27
TALKS

15
WORKSHOPS
& DISCUSSIONS

6
GAMES
LARP & RPG

1
HARP
CONCERT

10th Portal Larp Convention in Kraków, Poland, 24-26 June 2022



LIVE ACTION ROLE PLAYING

a form of role-playing game where the participants physically portray their characters (nordiclarp.org:1). But also a meeting, a medium, an art, a tool, a form of expression with certain similarities to theater, improv, sports, tabletop role-playing games and many more.

Widely used for entertainment, socializing, artistic, therapeutic and educational purposes. Thanks to engaging players on cognitive, behavioral and affective levels, larp greatly and often spontaneously enhances learning processes.

Therefore larps become excellent tools for adult learners, especially in developing soft skills such as critical thinking, problem-solving, creativity, negotiations, empathy, and helping to change attitudes (for example about migration, diversity, climate change, and inclusion).

Larp by fostering agency and initiative-taking also enhances entrepreneurship and self-reliance.

Portal Project Team through LTT seminars and two international conferences has promoted and disseminated larp methodology among adult learners. We've provided websites, videos and youtube playlists, tools, articles and scenarios that can be found:

Website of the Portal Convention and Community - **www.portallarp.org**

Website of Portal 10th - **www.portal10.pl**

Website of Portal 9th - **www.portal9.gr**

Online tool on MURAL: **Larp self-assessment window**
<https://bit.ly/3C5JjMP>

Facebook Fanpage - **Portal Larp Convention**

Portal 10 on Youtube: Playlist: **Portal 10 Larp Conference**
<https://bit.ly/3r13FAA>

Videos Portal 9:

www.portallarp.org/gallery

Contact:

biuro@nausika.eu

