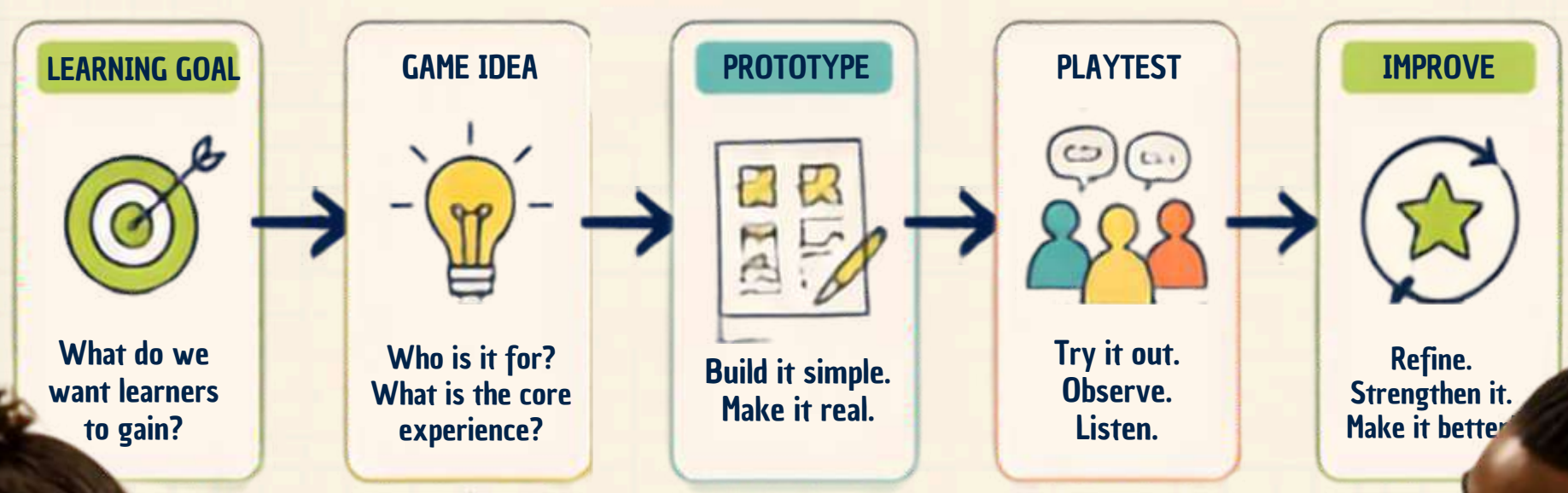


ERASMUS+ TRAINING COURSE

GAME ON

From Learning Goals to Playable Experiences

Educational Game Design for Youth Work



12-20
NOVEMBER 2026

Blue Whale Education Centre
Tauchen, Austria

Design it. Play it. Improve it.

WELCOME TO

GAME ON

Where learning goals become playable experiences

Games can transform learning into an active experience filled with curiosity, choice, cooperation and discovery.

During GAME ON, you will explore how to turn educational objectives into meaningful games and playful activities for youth work. You will analyse existing games, experiment with different mechanics, create prototypes, test your ideas and improve them through feedback.

You do not need to be an experienced game designer. Bring your curiosity, creativity and willingness to test an unfinished idea.

“

A good educational game is not only fun to play — it creates an experience worth reflecting on.



GAME ON is implemented under the organisation's Erasmus+ accreditation and co-funded by the European Union.



Co-funded by the European Union

MEET THE GAME ON TEAM

One organiser. Ten organisations. One shared learning journey.



GAME ON brings together youth workers, trainers and educators from ten European organisations to exchange experience and create educational games for youth work.



Implemented under the organisation's Erasmus+ accreditation.

1

HOSTING & COORDINATING ORGANISATION

generation
europa

Platform Generation Europa

Austria

Responsible for preparation, programme coordination, participant support and communication with participating organisations.

PARTICIPATING ORGANISATIONS

2



eSquare e.V.
Germany

3



Associação Jornada Convidativa
Portugal

4



FlamiNGO's
Latvia

5



Free Sport
Poland

6



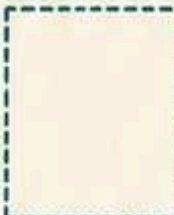
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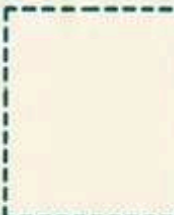
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9



10



GAME ON

12-20 NOVEMBER 2026

BLUE WHALE EDUCATION CENTRE
TAUCHEN, AUSTRIA



“

Different experiences, different perspectives and one shared goal: creating meaningful games for youth work.



From Learning Goals to Playable Experiences



ABOUT GAME ON

From Learning Goals to Playable Experiences



GAME ON is a practical international training course for youth workers, trainers, facilitators and educators. Participants will connect learning objectives with game mechanics, storytelling, participation and reflection while creating their own educational game prototypes.

1 WHY THIS TRAINING?

Games can build curiosity, motivation and active participation. **GAME ON** explores how learning purpose, player experience and reflection can work together to create meaningful learning.

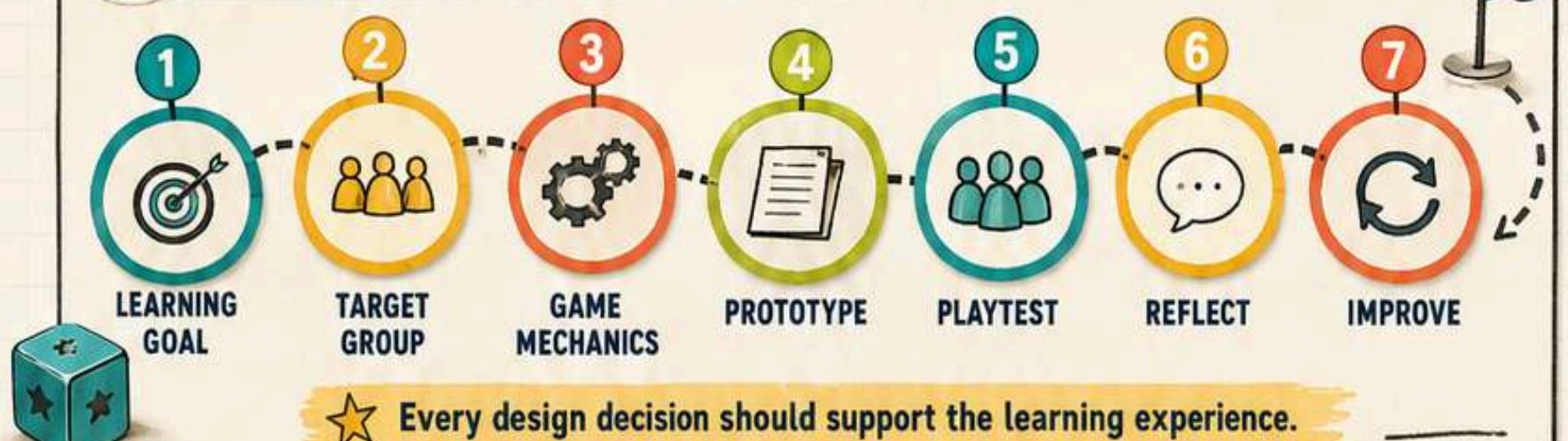


2 HOW WE WILL WORK

We will learn through practical design challenges, teamwork, rapid prototyping, playtesting and structured feedback.



3 THE GAME-DESIGN JOURNEY



4 AFTER THE COURSE

Participants will be ready to adapt these methods to workshops, youth activities, community events, training sessions and educational materials.



You will leave with tested ideas, practical methods and the confidence to continue designing.



GAME ON

12–20 November 2026



WHY GAMES IN YOUTH WORK?

Learning becomes stronger when people actively experience it



Games turn young people from observers into participants.

With clear objectives, skilled facilitation and reflection, play can become meaningful learning.

1 ACTIVE PARTICIPATION

Take an active role instead of only observing.



2 MOTIVATION & CURIOSITY

Discover, explore and stay engaged.



3 TEAMWORK & COMMUNICATION

Listen, negotiate and cooperate.



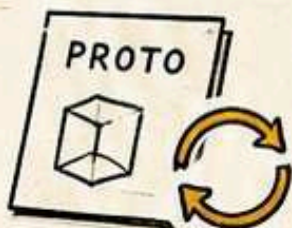
4 CRITICAL THINKING

Analyse situations, choose and strategise.



5 SAFE EXPERIMENTATION

Try, make mistakes and try again.



6 INCLUSION & EXPRESSION

Contribute and express ideas in different ways.



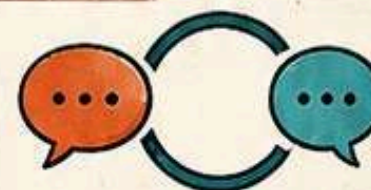
7 MEMORY & UNDERSTANDING

Connect knowledge with actions and emotions.



8 REFLECTION & DIALOGUE

Connect the game experience with real life.



PLAY

+ EXPERIENCE

+ REFLECTION

= LEARNING



*The game creates the experience.
Reflection creates the learning.*



The aim is not simply to play.

The aim is to create an experience that helps young people understand themselves, others and the world around them.

GAME ON

12–20 November 2026 | Tauchen, Austria



THE GAME DESIGNER'S TOOLBOX

What will we explore during GAME ON?

We will explore the essential ingredients of educational game design—from defining a learning purpose to facilitating play and meaningful reflection.

UNDERSTAND

TEST

BUILD

FEEDBACK

REFLECTION

FACILITATE

1

FOUNDATIONS



Games, Play & Gamification

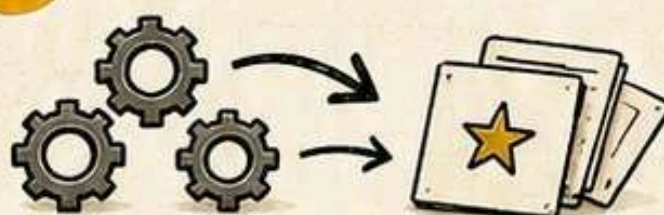
Learning Goals & Target Groups

Player Motivation & Experience

Inclusion, Ethics & Safety

2

GAME BUILDING BLOCKS



Goals, Rules & Challenges

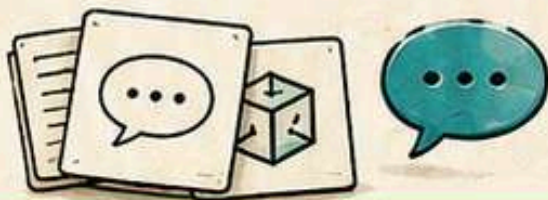
Mechanics & Dynamics

Competition & Cooperation

Choice, Agency & Consequences

3

FORMATS & STORIES



Board & Card Games

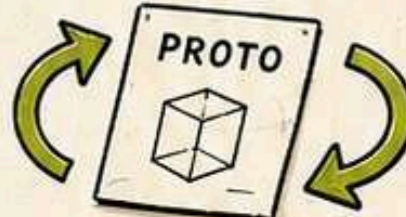
Role Play & Simulations

Storytelling & Themes

Escape-Room & Digital Elements

4

DESIGN & FACILITATION



Prototyping

Playtesting & Balance

Facilitation & Debriefing

Adaptation & Documentation

Every tool serves the same purpose: creating meaningful learning experiences.



UNDERSTAND



BUILD



TEST



FACILITATE



APPLY



GAME ON

12–20 November 2026





HOW WILL WE LEARN?



A practical, collaborative and experimental process



GAME ON is based on learning through experience. We will play, analyse, design, build, test, reflect and improve together.

1 PLAY & EXPERIENCE

Take part and notice what happens.



2 UNPACK & ANALYSE

Discover how and why the game works.



6 REFLECT & IMPROVE

Use feedback to strengthen the design.



LEARNING BY DOING

5 PLAYTEST & FEEDBACK

Test with others and collect insights.



4 BUILD & PROTOTYPE

Make the idea tangible and playable.



3 IMAGINE & DESIGN

Turn learning goals into game ideas.



OUR LEARNING METHODS



SHORT INPUTS & DEMONSTRATIONS



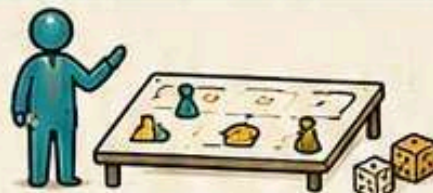
DESIGN CHALLENGES & SPRINTS



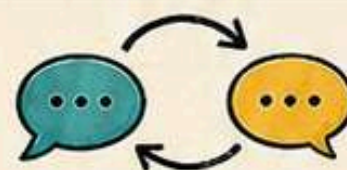
INDIVIDUAL, PAIR & TEAM WORK



PEER LEARNING



FACILITATION PRACTICE



REFLECTION & FEEDBACK



The first prototype does not need to be perfect. It only needs to be playable enough to test.

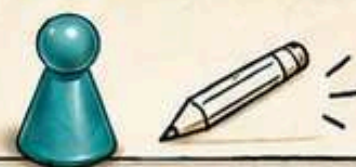


No previous game-design experience is required—only curiosity and willingness to experiment.



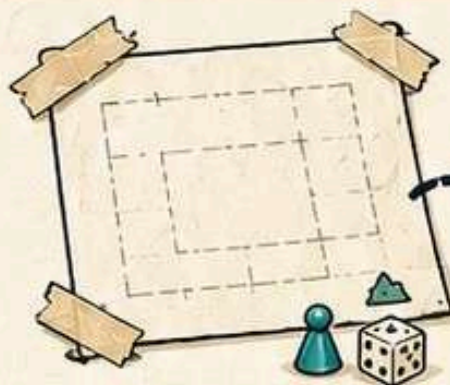
GAME ON

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THE GAME-DESIGN JOURNEY

From a real learning need to a playable experience



Educational games are developed step by step. Each decision connects the needs of young people, the learning purpose and the experience of play.



1 UNDERSTAND

Explore the context, participants and their needs.



2 DEFINE

Choose the target group and learning goal.



3 IMAGINE

Generate different ideas and possible experiences.



6 PLAYTEST

Observe players and collect honest feedback.



5 PROTOTYPE

Create a quick and simple playable version.



4 DESIGN

Select the format, mechanics, rules and challenges.



7 IMPROVE

Simplify, balance and strengthen the experience.



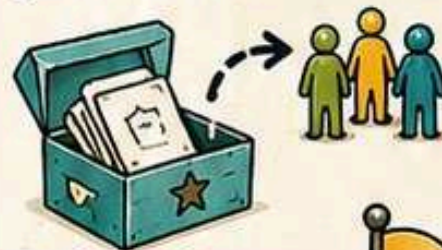
8 FACILITATE

Introduce the game and guide meaningful reflection.



9 APPLY

Adapt and use the game in local youth work.



Design is not a straight line. Return to earlier steps whenever testing reveals something new.



TEST EARLY. LEARN QUICKLY. IMPROVE WITH PURPOSE.



GAME ON

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YOUR GAME ON SKILL SET

What will you be able to do after the training?

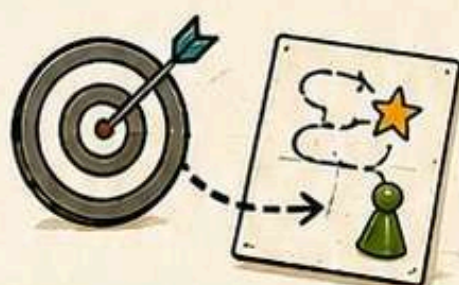


By the end of GAME ON, participants will have practical tools, tested experience and greater confidence to design and facilitate educational games in youth work.

YOUR EIGHT CORE COMPETENCES

1 CONNECT PURPOSE & PLAY

Link gameplay to clear learning objectives.



2 CHOOSE SUITABLE MECHANICS

Select mechanics that support the intended experience.



3 CREATE CLEAR RULES

Write instructions, goals and challenges players can understand.



4 BUILD PLAYABLE PROTOTYPES

Turn an idea into a simple game that can be tested.



5 RUN USEFUL PLAYTESTS

Observe players, collect feedback and identify improvements.



6 DESIGN FOR INCLUSION

Identify barriers and create different ways to participate.



7 FACILITATE & DEBRIEF

Guide play and connect the experience with reflection.



8 ADAPT & APPLY

Transfer the methods to local youth-work contexts.



KNOWLEDGE

+ PRACTICE

+ CONFIDENCE

= LOCAL APPLICATION



You will leave ready to turn meaningful learning ideas into experiences young people can play, discuss and remember.



GAME ON

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IS GAME ON FOR YOU?



Meet the participant profile



GAME ON is designed for people who work with young people and want to make learning more active, creative and engaging through educational games.

WHO IS IT FOR?



YOUTH WORKERS



TRAINERS & FACILITATORS



EDUCATORS



YOUTH LEADERS



NGO STAFF & VOLUNTEERS



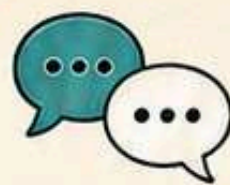
COMMUNITY YOUTH WORKERS

YOU SHOULD BE READY TO...

- ✓ **BE AT LEAST 18 YEARS OLD**
Adult participants only.



- ✓ **COMMUNICATE IN ENGLISH**
Use English during the programme.



- ✓ **JOIN THE FULL PROGRAMME**
Participate from beginning to end.



- ✓ **PARTICIPATE ACTIVELY**
Contribute to sessions and teamwork.



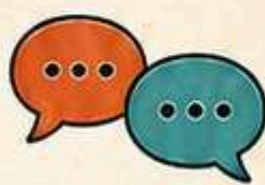
- ✓ **EXPERIMENT CREATIVELY**
Try new methods and unfamiliar approaches.



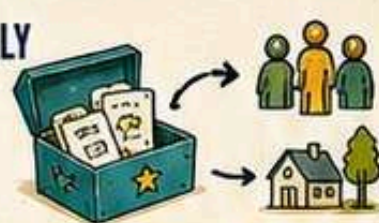
- ✓ **TEST UNFINISHED IDEAS**
Share prototypes before they are perfect.



- ✓ **GIVE & RECEIVE FEEDBACK**
Support an honest learning process.



- ✓ **APPLY & SHARE LOCALLY**
Use and disseminate the methods after the course.



NO PREVIOUS GAME-DESIGN EXPERIENCE IS REQUIRED.



Bring your curiosity, your youth-work experience and the courage to play with new ideas.



GAME ON

12–20 November 2026 | Tauchen, Austria

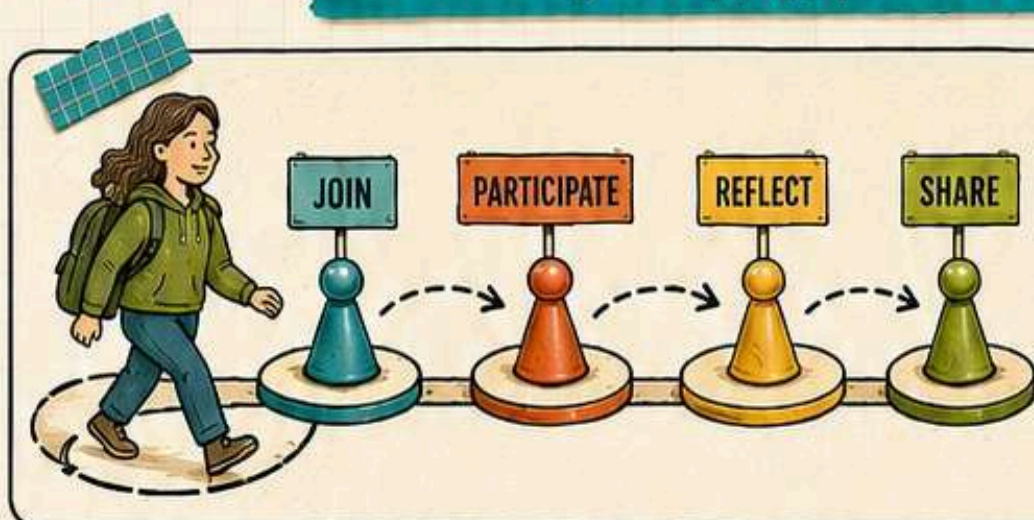




COMMITMENT & HOW TO APPLY



Before you apply, please read carefully



GAME ON is based on active participation, shared learning and international exchange. By joining the training course, you become an important part of the learning process.

YOUR COMMITMENT



FULL PARTICIPATION



Take part in the complete training course.



JOIN EVERY SESSION



Attend all programme sessions and activities.

10:00		✓
11:30	✓	
14:00		✓
16:00	✓	



PARTICIPATE ACTIVELY



Contribute to exercises, teamwork and discussion.



COMMUNICATE RESPECTFULLY



Support a safe and inclusive learning environment.



REFLECT & EVALUATE



Take part in reflection, feedback and evaluation.



APPLY & SHARE



Use and disseminate the methods after the course.



HOW TO APPLY

1

READ

Review the participant profile, dates and conditions in this call.



2

APPLY

Follow the application instructions provided by your sending organisation.



3

SELECTION

Selection and confirmation will be communicated by the responsible organisation.



4

NEXT STEP

Selected participants will receive the full infopack and participant registration form.



APPLICATION DEADLINE

15.10.2026



Submitting an application does not automatically confirm participation.



Only selected participants should complete the final participant registration form.



READY TO COMMIT, CREATE AND MAKE LEARNING PLAYABLE?



GAME ON

12–20 November 2026 | Tauchen, Austria





THE VENUE



A peaceful place to focus, create and connect



TAUCHEN, AUSTRIA



BLUE WHALE EDUCATION CENTRE

Tauchen 125
7421 Mönichkirchen, Austria



OUR SHARED LEARNING SPACE



SIMPLE & COSY ROOMS

WHY THIS PLACE?



PEACEFUL RURAL SETTING

Away from everyday distractions.



SPACE
TO
FOCUS



SURROUNDED BY NATURE

Hills, forests and fresh air.



CREATIVE ATMOSPHERE

Space to imagine, design and experiment.



FOCUSED LEARNING

A supportive environment for intensive group work.



COMMUNITY-ORIENTED

A simple shared space for living and learning together.



During GAME ON, Blue Whale will become our shared home, workshop and game-design laboratory.



GAME ON

12–20 November 2026 | Tauchen, Austria





YOUR STAY AT BLUE WHALE



Accommodation, meals and timing



Blue Whale Education Centre is a simple, welcoming and community-oriented place where participants will live, learn and create together.

1

ACCOMMODATION



SHARED ROOMS



SIMPLE AND COSY CONDITIONS



BRING YOUR OWN TOWEL



SLIPPERS OR INDOOR SHOES ARE RECOMMENDED



WI-FI IS AVAILABLE

2

MEALS



BREAKFAST



LUNCH



DINNER



Mainly vegetarian menu



Locally sourced ingredients where possible



IMPORTANT: Dietary needs and allergies must be communicated in advance.

3

TIMING



ARRIVAL
12 NOVEMBER 2026
CHECK-IN
FROM 14:00



Plan your journey accordingly.



DEPARTURE
20 NOVEMBER 2026
CHECK-OUT
BY 10:00



Please respect the shared spaces and help create a comfortable environment for everyone.



GAME ON

12–20 November 2026 | Tauchen, Austria



MEET THE GAME ON TRAINERS

The people guiding your learning journey

Natalia and Eduard combine non-formal education, facilitation, visual thinking and game-based learning to turn ideas into meaningful playable experiences.



NATALIA SKORIK

International Trainer & Learning Designer

Natalia has worked as an international trainer and facilitator since 2013. She designs and delivers non-formal education programmes for youth workers, educators and international groups.

Her work combines game-based learning, creative facilitation, visual thinking and learner-centred methods to make complex ideas engaging and practical.

KEY AREAS OF EXPERTISE



Educational
game design &
gamification



Facilitation &
group
processes



Non-formal &
intercultural
learning



Visual thinking &
creative tools

PROFESSIONAL BACKGROUND

Member of the Theodor-Heuss-Kolleg pool of facilitators, IVLP USA alumna and expert within the Eastern European Network for Citizenship Education.



EDUARD OGANYAN

Trainer, Graphic Facilitator & Educational Game Designer

Eduard has worked as a trainer and educational expert since 2010 and has delivered more than 80 national and international training courses and educational events.

He specialises in transforming complex ideas into practical games, visual tools, participatory learning processes and creative educational experiences.

KEY AREAS OF EXPERTISE



Educational
game design &
gamification



Prototyping &
playtesting



Graphic
facilitation &
visual storytelling



Youth
participation &
inclusive learning

EXPERTISE IN ACTION

From learning goals and game mechanics to prototypes, testing, reflection and improvement.

Together, Natalia and Eduard will create a supportive game-design lab where participants can experiment, prototype, playtest, exchange ideas and develop their own educational games.



NO PERFECT FIRST VERSION — JUST CLEAR PURPOSE,
COURAGEOUS TESTING AND PLENTY OF PLAY

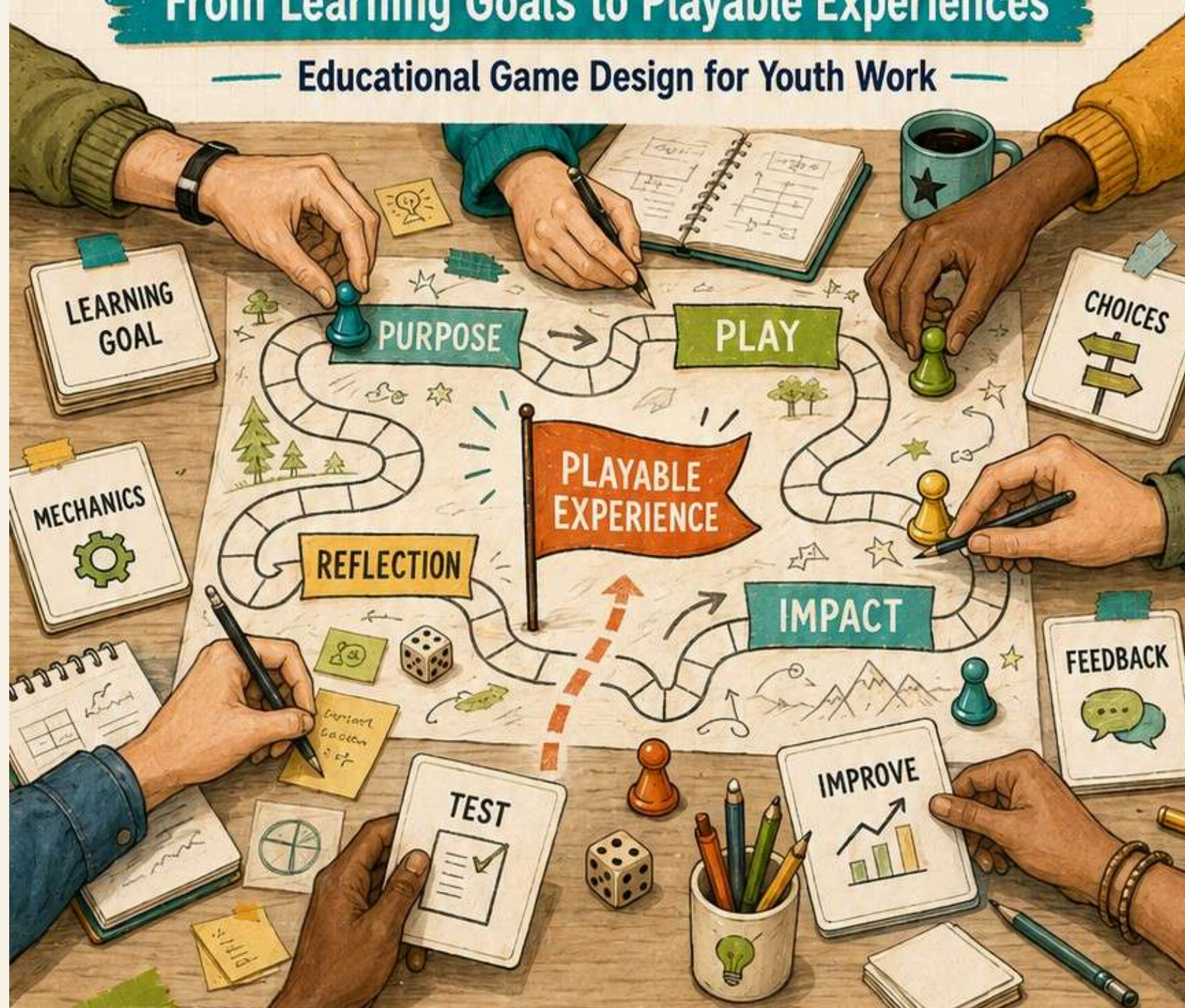
GAME ON

12–20 November 2026 | Tauchen, Austria

THE NEXT MOVE IS YOURS GAME ON

From Learning Goals to Playable Experiences

— Educational Game Design for Youth Work —



Bring your curiosity.



Trust the process.



Test your ideas.



Learn through play.

12-20 NOVEMBER 2026

BLUE WHALE
EDUCATION CENTRE
TAUCHEN, AUSTRIA



SEE YOU AT BLUE WHALE!

Come ready to create, experiment and turn
meaningful learning into games people can play.

Implemented under the organisation's Erasmus+ accreditation.



Co-funded by
the European Union

generation
europa

