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2021-1-HU01-KA210-ADU-000035076

4th Transnational meeting (International training)

05/09/2022 - 06/09/2022

Serbia

Present:

Mercedes Mészáros, Váltó-sáv Alapítvány
Kornél Pósa, Váltó-sáv Alapítvány
András Ricz, Ostorka Polgárok Egyesülete
Anna Benkó, Ostorka Polgárok Egyesülete
Klementina Bicskei, Ostorka Polgárok Egyesülete
Márió Konecsni, Ostorka Polgárok Egyesülete
Attila Nyilas, Ostorka Polgárok Egyesülete
Hermína Berényi, Ostorka Polgárok Egyesülete
Karolina Kakas, Ostorka Polgárok Egyesülete
Izabel Lanji Hnis, Ostorka Polgárok Egyesülete
István Hulló, Etnolife Egyesület

Responsible organization: Ostorka Polgárok Egyesülete

Content:

According to the attached program, the 4th TPM - International training was implemented in Serbia.

In the afternoon of the first day, we started with the Váltó-sáv Foundation's VáltóLáz: release-preparing, sensitizing board game, which, in addition to sensitizing, served as a team-building function among the project partners and the professionals of the Ostorka Association.

Váltó-Láz: a board game preparing for release is based on the first 30 days of release, with the completion of tasks ("missions") expected in life after release. It is a combination of a board game, a card game, a role-playing game and an alternative reality game. The board game - after some development, which primarily means visual design/execution - became applicable for sensitization as well. It can be played in groups (4-6 people), the interactions of the game master and the group members are decisive during the process. The game can be used several times, it is based on the principle of "everyone wins" (experience). In the present case, it also served the function that experiencing decisions, possible collaborations, choices in different situations, and the role-playing of the co-workers also strengthened communication and collaboration between co-workers.

All this was said by the participants during the oral evaluation, highlighting the difficulties in their specific life situations and the analysis of the experience of tempting opportunities.



The joint dinner provided an opportunity to determine the further operational and professional directions of the project, as well as to plan further development and application opportunities.

On the 2nd day, we started at the Furioso Adventure Park in Šupljak, with a joint workshop of several professionals, which also affected the genre of the training.

The Váltó-sáv Foundation evaluated the professional materials prepared for the report, primarily the methodological aid (joint result), as well as the Educational aid compiled and edited for the training of prisoners, which elaborates on the topic of sustainable development. It also presented the results of the testing (Vác High and Medium Regime Prison, 5 training sessions for young people, one group of 12-15 people).

Then the Váltó-sáv Foundation analyzed the methodology of gamification, presenting relevant board games.

By the concept of gamification, we talk about the process during which psychologically motivating elements and mechanisms existing in games are incorporated into a non-game-like environment, with the aim of making the given processes more interesting and efficient. Gamification can be used with excellent results in many areas of life, e.g. in the workplace, health care, cultural area or education, where gamified methods and developments can result in significant positive effects. Gamification can be implemented with great success in an area that is particularly difficult/requires effort and/or personal experience is not available or difficult to obtain. It also has a positive effect on the motivation of the participants, on the development/learning process or on its facilitation, and on overcoming difficulties. Using mechanisms taken from the game, each "learning material" can be mastered much more efficiently, interest can be maintained for a much longer period of time, and it provides a greater sense of success for both the participant and the group leader. The benefit of the gamification methodology is that the playfulness and the game elements make the user more motivated (prisoner, about to be released, members of the majority society, etc.), the opportunity in the game reduces the stress experienced in real life, decisions have to be made during the game, which takes place in a safely simulated situation, i.e. the techniques can be practiced and learned, which can be transferred to the "real world". The participant in the game is independent and can immediately experience the results and consequences of his/her decision (instant feedback), experiencing the "reward" of the correct decision. Games develop many competencies (communication, decision-making, the possibility of obtaining information and how to use it, decision-making, problem solving, etc.), and in the case of board games, cooperation skills are also developed. Games provide an opportunity for participants of different ages, educational levels or competences to learn from each other, to participate in common activities together, just as it is experienced in real life ("community learning", i.e. learning based on community interaction). Taking the concept of "community game" out of the online context, it means individual, personal interaction, which also gives the interpretation community learning, responsibility, mutual attention paid to each other, the individual, and the community.

Overall, the curriculum becomes more interesting and easier to learn, and during the acquisition of experience, it becomes more integrated, more practical, and even provides a gaming experience, developing the other competencies necessary for leading a life.



The following board games relevant to sustainable development were described, presented and discussed:

- **Brain Box** type games (Environmental knowledge, but any discipline can be a sample) - colorful, works with many images, visual development, questions at different levels, hourglass and dice as tools for elaborated cards are the main toolbox) - simpler, but colorful training material processing;

- **Gazdálkodj felelősen!** A game developed by Consultants for Sustainable Development - it deals specifically with the topic, the game experience is small, mainly for children and the younger age group, but it can be interesting to pick it up once in a while due to the discussion of the topics;

- **domino** type game - a tool developed by the professional leader and used in literature education back in the 90's - not a very complicated type of game, but several develop kinds of skills, process curriculum and gaming experience can be developed with it, e.g. can be used when processing and/or checking questions (after mastering the course material);

- **card game** - More than one story - this is a game specifically suitable for personality development, team building, and social competence development, but questions of any topic can appear on the cards, and it also stimulates activity for those who want to learn;

- **Büszkeségeink: a hungarikumok** - a board game developed by the National Institute of Culture - a board game (board and card) that can be considered a model for processing ecotourism due to the similarity of the theme.

Based on István Hulló's evaluation, almost all of the board games presented are suitable for his own organization, for programs with a focus on sustainable development, and stimulate interactivity and participation. He also spoke positively about the educational aid, suggested its further use in other areas, and mentioned, that he will utilize it in his own sphere of activity.

Further direction of the project:

The creation of several results can be seen in connection with the progress of the project. The Váltó-sáv Foundation undertakes:

- Development of 1 sustainable topic quiz (tool)
- 1 collection of tasks related to the teaching aids for teachers (and those who want to work on the topic (tool)).

Mercedes Mészáros recommends that the two organizations jointly develop the training materials for the 6 modules that appear in the methodological aids. The 6 modules should be reduced to 5, and one module (dealing with general competence development) will be developed by the Foundation, and the 4 relevant ones related to ecotourism will be developed by the partner organization. The number of hours is also determined by the organizations (recommended: 20-25-30, no more). The partner organization will consider the task and give feedback on how to develop further professional results (deadline: Monday, September 19, 2022).



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After the joint lunch, we continued the meeting in Ásotthalom, where we viewed the land where a future project connecting ecotourism and the labor market reintegration of the released could be realized.

Context: Most of the prisoners have low competences on the labor market (lack of qualifications and work experience), social reintegration is difficult (they remain in marginalized positions even after serving their prison sentence). Some of the released prisoners are not eligible for this programme, as they have lived in the countryside all their lives, do not wish (and are not so lucky) to move to the capital, have worked in agriculture-related jobs, are skilled in this field and wish to continue doing so. It would therefore be useful to have a rural Semi-Travel Programme. In addition, the countryside and nature are also "soul-healing" in many ways, increasing resilience and reducing stress. Everyday activities (animal care, crop growing, daily chores around the house/farm, etc.) are concrete, visible and bring a sense of achievement. The labor market opportunities increase the reintegration possibilities through involvement in ecotourism, since although skills are developed, the training is not necessarily linked to the acquisition of a large and lengthy information stack with an NTR (greeters, rangers, animators). By developing training material, mentoring, providing housing and work, the creation of a complex reintegration ecotourism center would increase the opportunities for social and labor market integration of the target group. The development of the programme could be further developed in the framework of a large Erasmus+ strategic partnership programme.

A specific location is required for its realization, and there is a specific location for this in the farm world near Ásotthalom. The neighborhood is suitable in all respects for sustainable housing and the provision of sustainable ecotourism services.

We discussed the details of the project by visiting the location. The infrastructural development (min. 1 residential building unit) can be implemented with tender funds. There are currently 2 residential buildings on the farm, but they must be renovated from the ground up). We also thought through the details (energy, water, etc.), the implementation can be imagined in the order of 100 million (infrastructural and professional development) (this is an overall calculation). Both organizations had already completed projects of this magnitude.

After evaluating the meeting (attached), we closed the professional discourse.

