



Co-funded by the Erasmus+ Programme of the European Union

GAMEON - TRAINING PROGRAMME

Arrival day	Day 1	Day 2	Day 3	Day 4	Day 5	Departure day
10.06.2022, Fri	11.06.2022, Sat	12.06.2022, Sun	13.06.2022, Mon	14.06.2022, Tue	15.06.2022, Wed	16.06.2022, Thu
Morning	9.00-10.00 Breakfast					
10.00-11.30	Welcome Getting to know each other	Refreshing the basic: Inclusion Inclusive game design	Facilitating inclusive game design for others	Debriefing of the experience	Reasons for multiplying plan(t)s	
	11.30-12.00 Comfort break					
12.00-13.30 Participants arrival	Group building	Layers of inclusion in game design	Facilitating inclusive game design for others	Adjusting game design models	Creating multiplying plans in country teams	
	13.30-15.00 Lunch break					
15.00-16.30 Afternoon	Refreshing the basics: games and game design in education	Understanding when game design is inclusive	Facilitating inclusive game design for others	Competences in game design	Sharing multiplying plans	
	16.30-17.00 Comfort break					
17.00-18.30	Discovering transformative power of non-formal education	Planning inclusive game design for others	Facilitating inclusive game design for others	Learning and recognition in game design	Evaluation Closing	
	19.00 Dinner					
Welcome	Game night	Sauna evening				