

Hello, I am  
Inomagius,  
Emperor of the  
Innovarium  
planet



### **Innovarium**

A game that changes the reality

Me, Inomagius, the Emperor of the Innovarium planet, invite you to take part in this life changing journey opportunity.

The overall journey lasts 5 months, during which you will visit 5 levels of the game. In each level you have to accomplish several tasks in order to pass the level. If the level is passed your team gets 50 Inomoney. Thus, if you overcome 5 levels, you will have 250 Inomoney at the end to implement your community small-scale project.

You have to apply with a group of 3. If selected for the travel, you will enlarge your team with 10 more young people.

With this announcement the gamified youth work starts. Those who are interested to apply send a 1 min. video describing their community problem and what they want to do to solve this problem.

Then the applicant teams are invited to an interview with the project team.

The selection of the teams are based on their motivation to be active in their communities and the level of commitment to their communities.

**Age:** applicant young people- 16-30, team members- 14-30

**Duration:** 5 months

*The name of the game Innovarium and the suffix "Ino-" in all the attributes of the game is symbolic and comes from the word "innovation", as the community projects must be innovative.*

## Steps of Innovarium

### 1. Selection of the participant teams

Applicant team must be comprise of 3 people, who are the main leaders of the whole process throughout the Innovarium journey.

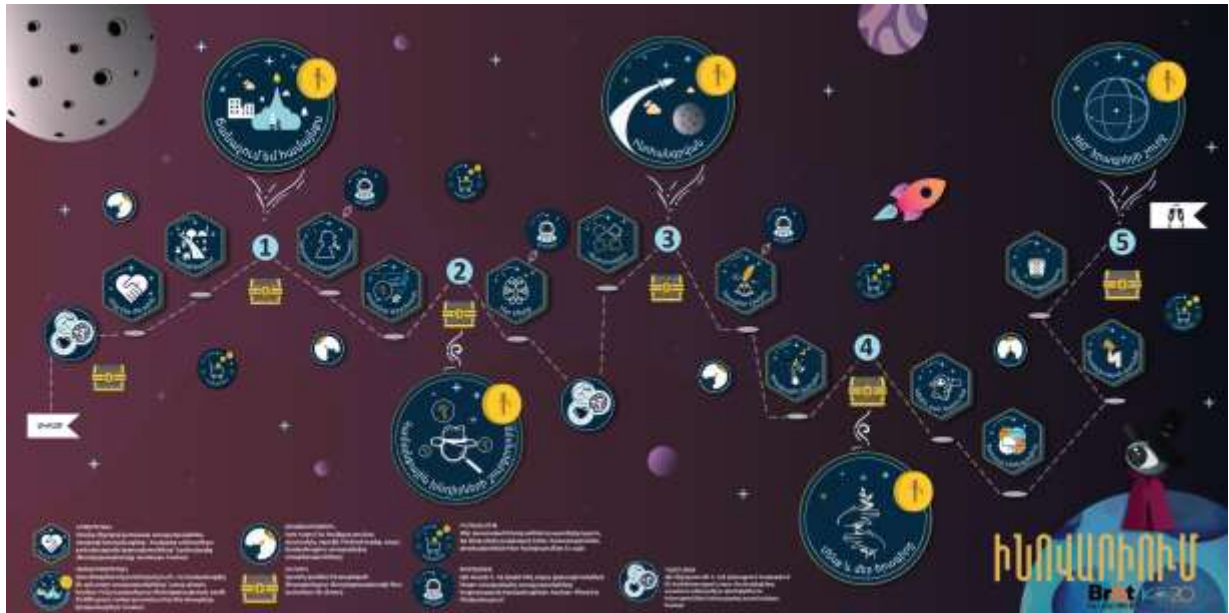
### 2. Orientation trainings

The main leading team participates in 2 centralised trainings, at the beginning and in the middle of 5 months. All the applicant teams from different regions gather in one place for 3-4 days to know each other, know the main steps of Innovarium, get acquainted with their team mentors, elements, perks and merches of the game, etc. They are the main people to transfer knowledge of the trainings to their bigger team. The 1<sup>st</sup> training is more orientational, to prepare teams for the Innovarium journey, the game principles and flow and thematically assist teams stepping into the topic of community youth projects, introduce the teams with the main working tools to accomplish game tasks(Badgecraft, badge types, Inoshop-invented for the game). The 2<sup>nd</sup> training which happen in the middle of the game, is for assisting teams in their project management skills, ameliorate community project applications and set ground for project implementation level.

### 3. Tools used in Innovarium

Participant teams get weekly tasks using badgecraft. There are 2 types of badges- **metabadge** which is for the whole level with specific level name(e.g. "I know my Community" or "Around the problems of the Community") and which brings 50 Inomoney(50 eur) to the team and **Mission badges**, which bring Inocoins( additional bonuses) to the teams.

#### *Journey map*



Teams collect their Inomoney for their community projects and collect Inocoins to buy certain services from the Inoshop, specifically created for the game.



With the Inocoins teams can buy necessary items for the teams, project management, etc.(e.g. services of an expert that will help them with the project management skills, educative games that will help them in teambuilding of their bigger team, study visit, books, T-shirt with Ino design, etc)

#### 4. Levels and tasks in Innovarium game

There are 5 levels in Innovarium: Knowing my Community, Around community needs, Inostation, We and our project, Around our project.

The tasks of each level are logically constructed in a way that participants obtain various knowledge and skills, starting from community need assessment, building projects on those community needs and ending with project management.

If the teams get metabadges, it means they accomplished the levels and got 50 Inomoney on their team account. If teams get Mission badges, it means they get additional Inocoins to do shopping in the Inoshop if necessary for their teams and projects.



Metabadge of the level



Mission badge

## 5. Mentors for the teams

Each participating team has its mentor, which pays regular visits to the teams, is in constant contact with the team's activities, is aware of all the challenges and successes, organizes logistic things if necessary for the teams, assist teams in their advancement, supports them morally and logistically, etc.



<p><b><i>So far the topics of the small scale community projects implemented by the youth teams were:</i></b></p> <p><b>Youth-</b> Establishing of clubs, youth centers in remote rural areas;  <b>Ecological-</b>promoting recycling, reusing practices;  <b>Touristic-</b>creating city quests for the tourists;  <b>Sport and healthy life style-</b>run marathons;  <b>Educational-</b>creating educational games and tools;  <b>Cultural-</b>organising cultural festivals to revive old songs, receipes, regional specificities;  <b>Food-</b> creating menue apps for the collegies and schools to organize their lunch breaks</p>	<p>Knowledge and skills obtained during the Innovaioum game:</p> <p><b>Skills:</b> Team working, cooperation, negotiation, communication, organizational, digital, community need assessment, risk assessment and mitigation, project management, project implementation, etc</p> <p><b>Knowledge:</b> how to follow community budgeting and participate in community council meetings, youth participation, etc</p> <p><b>Values:</b> responsibility towards their teams and communities, country, active citizenship, community commitment, participation, etc</p>
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