

GAMING FOR YOUTH

Luserna San Giovanni (Turin), Italy
14th-23rd of April



ACTEU

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



- **General Information:**

Please note that all information on this infopack is pre-planned and could be subject to change. In this case, it will be updated. Before taking any action, be sure that there is no latest version of the infopack and all information is up to date.

Project title	Gaming for youth - G4Y
Project ID	YEXMS01
Date and place of mobility	2026
Hosting organization	ActEU - Activists for EU youth mobility (E10359340, IT) Italy
Partner organizations	Remesiana European Youth (E10351491, RS) Serbia Fundacja Integra + (E10372464, PL) Poland
Group of participants	1 Group Leader + 7 participants
Age of participants	18-25 years old

- **Topic:**

This project will help you transform video games from a simple pastime into a powerful tool for communication and active citizenship. Through non-formal workshops, you will learn to create your own playable games to express your ideas on society. The goal is to empower you with digital storytelling skills to share your values and make a positive impact in your community.

- **Goals and project objectives:**

The project aims to empower young people to transform video games from a pastime into a tool for active citizenship. It focuses on enhancing digital literacy and storytelling skills, allowing participants to advocate for vital topics like sustainability and inclusion. Through collaborative and low-tech design sessions, participants will gain practical skills in narrative design and game mechanics regardless of their technical background. Ultimately, the initiative seeks to boost employability and social engagement, equipping youth with transferable skills while helping organizations improve their capacity for digital youth work.

The project uses non-formal education methods, blending outdoor team-building with an indoor "Game Design Lab." Activities range from storytelling workshops to idea generation and hands-on creation using accessible platforms. Participants (aged 18-25) will form diverse teams, balancing those interested in digital skills with those focused on creativity.

- **Participants:**

- participants from each country (18-25):
 - Serbia: 7+1 group leader
 - Poland: 7+1 group leader
 - Italy: 7+1 group leader

Each participant needs to have a European Health Card or Health insurance provided by the sending organization.

Every participant should speak at least basic English and stay open to other people, respecting their culture and habits.

We will send you a chart to fill in with the information about any special needs or illnesses (and requirements connected to it), allergies or limitations that might impact participant's health and well-being. We would like to prepare ourselves and provide proper conditions for everyone, so that all participants of the project feel as good as possible.

- **General Schedule:**

Day One	Arrivals-welcome activities
Day Two	get to know each other and project basis
Day Three	intro to game design
Day Four	intro to story telling
Day Five	hands on! starting to develop
Day Six	TRIP
Day Seven	conveying without words
Day Eight	skill swap
Day Nine	recognising the outcomes
Day Ten	closing activities-Departures

- **Accommodation - Villa Olanda:**



The venue is located in Luserna San Giovanni, in the heart of the Pellice Valley. The hostel is housed in a historic 19th-century villa surrounded by a large, beautiful park, offering a peaceful environment perfect for both focused work and relaxation.

Rooms with bunk beds, private bathroom and Wi-Fi. The place also offers a spacious room where activities will be held. In case of good weather, the activities can be moved outside in the courtyard or a park nearby. There is the possibility of using a shared kitchen, for our lovely intercultural nights!

The venue is surrounded by beautiful woods and mountains, so be prepared for a very lovely hike during our project.

Please note that the menu will mainly be flexitarian, meaning we won't eat meat every day.

- **What to bring with you:**

- Your personal laptop and a mouse, essential for the activities! (the best would be to have a laptop per participants, but we can provide for 5-6 laptops if needed)
- Towels! (Villa Olanda doesn't provide for towels).
- Medicines if you take any medicaments
- Musical instrument, if you play one, or games you want to share.
- Warm clothes.
- Comfortable shoes for longer walking, we will go mountain hiking!
- Traditional food and other items for the intercultural evening. And prepare some traditional dances or activities!

If you need to do your washing, there is a laundry near the hostel.

- **Costs:**

Food and accommodation will be provided and paid by the organizers.

The cost of your trip will be covered by the EU grant up to the limit shown below.

- **Refunds:**

IMPORTANT!!! For the travel reimbursement every participant has to keep all of the tickets, boarding passes and invoices!!!

Country	travel cost limit per person
Italy	56 euro (Green Travel)
Poland and Serbia	309 euro

Reimbursement procedure: Participants buy the ticket themselves – the reimbursement of the costs will be done during the mobility on the basis of the set of tickets and boarding passes

WARNING! In order to obtain a refund of travel or visa costs, you must provide a ticket, invoice or other document that proves this cost issued by the entity collecting the toll (e.g. airline, railroad, embassy issuing the visa, etc.). This document should contain all the data confirming the expense, such as: issuer, recipient, type of cost, amount, travel date, route. It can't be a confirmation of payment from your bank account. If it is not possible to obtain such a document, please contact the project coordinator immediately. The lack of such a document may make it impossible to obtain a refund from the project grant.

Please, be aware that some companies have expiring boarding passes, do save them as soon as possible to avoid possible chaos with the airlines.

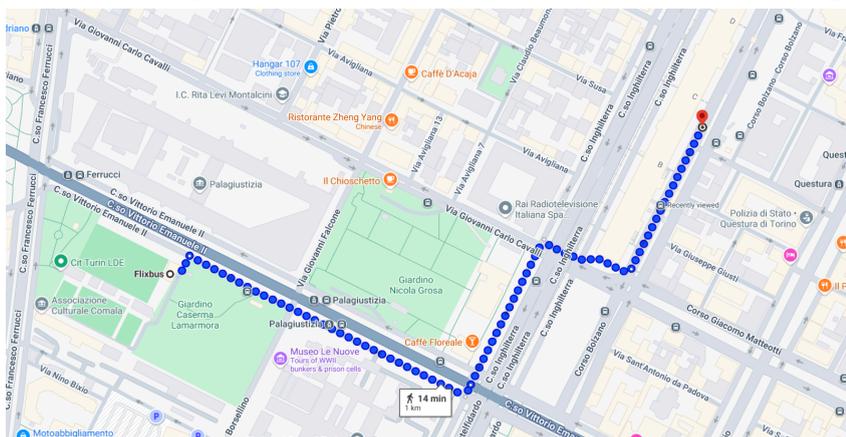
How to reach the MEETING POINT:

waiting for more specific instructions the meeting point is on the 14th at 16:30, around Porta Susa Railway Station:  **Porta Susa**

It's highly suggested to arrive either in Milan (BGY or MPX) or in Turin (TRN) as the other airports aren't that well linked to Turin.

1) **from Milan Airports** (either Malpensa MPX or Bergamo BGY are fine):

- get transfer from Milan Airport (Malpensa MPX or Bergamo BGY) to Torino, Corso Vittorio Emanuele II by bus (either Flixbus, Flibco or airport transfer like GoOpti - about 2-2.30 hours); or by train (Milano Malpensa has a train station inside the airport).
- Once you get to the Flixbus station (and similar buses) near a park, you can walk to Porta Susa as in the figure below:



how to get to porta Susa main station

2) **from Torino (Turin) Airport:**

take the direct train from Airport Turin TRN to Turin Porta Susa on www.trenitalia.com, or thetrainline.com, or other train European apps. It takes 30 minutes to get to Porta Susa. There is also a bus (the company is named Arriva: torino.arriva.it), but the train is faster and cheaper.

For example:

Trenitalia → train

 26668 13:17 Torino Aeroporto Di Caselle	30min	13:47 Torino Porta Susa	Details ⓘ	starting from 3,70€ ✓
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arriva → bus



Time slot
00:00 - 23:59

Starting station
Caselle Aeroporto

Direction
Torino

Price
From 7.50 €

