

## “GAME ON FOR DEMOCRACY – TRAINING COURSE”

**Venue: Târgoviște, Romania**

**Period: 21–25 October 2025**



The “Game on for Democracy” Training Course brought together youth workers from different countries – Greece, Turkey, Romania, North Macedonia, Bulgaria, and Portugal – to explore how gamification can strengthen active citizenship, democratic participation, and European values among young people. Through non-formal education and interactive workshops, participants learned to design and use game-based learning

tools that foster participation, inclusion, and critical thinking in their local communities. The event was organized by the Asociația Be You from Romania.

The training followed a learning-by-doing approach, combining theory, reflection, and practice. Activities included: interactive games and simulations on civic engagement; self-space; workshops on gamification principles and digital tools; group projects designing learning games and energizers activities that fostered creativity and collaboration.



Participants also explored the historical and cultural context of Târgoviște, learning about its legacy as the former capital of Wallachia and its connection to European heritage.



The main objectives of the training course were to develop youth workers' competences in promoting active citizenship and democracy; to explore and apply gamification techniques in youth work and to create inclusive learning environments that encourage participation.

Our representatives from INOs actively contributed to all segments of the event. During the training course they actively participate in workshops, simulations, and group tasks about democracy and gamification; shared examples of INOS projects that promote youth participation and inclusion in North Macedonia, and created prototypes of educational games focused on democratic participation. Their participation enriched the international dialogue and supported the collaborative spirit of the training. They exchange good practices and build future partnerships across Europe.

“Game on for Democracy” was more than a training course — it was a space of empowerment, where learning met creativity, and where youth workers from across Europe strengthened their capacity to build a more democratic and participatory society through play.

As one participant reflected:

“We didn't just learn about democracy — we played it, felt it, and lived it together.”

The program was funded by Erasmus+ Program of the European Union and INOS played a vital role as a sending and knowledge-transferring organization — empowering its youth workers to return home with stronger skills in gamified civic education and European cooperation.