

## **GET CLOSER WITH CREATIVE HERITAGE IN DISTANT LEARNING: European Folklore Enlighten The Youth Work**

**Type:** Erasmus+ KA227-Youth Creativity in response of Covid19

**Project No:** 2020-1-TR01-KA227-YOU098053

**Project Total Duration:** 18 Months

**Main objective of the project:** Innovation

### **Proirities**

CREATIVITY AND CULTURE

HORIZONTAL: Skills development and inclusion through creativity and the arts

HORIZONTAL: Social and educational value of European cultural heritage

YOUTH: Promoting engaging, connecting and empowering young people

### **COORDINATOR ORGANISATION**

**Avrasya Genclik Gelisim Dernegi**

[www.youtheurasia.org](http://www.youtheurasia.org)

### **PARTNER ORGANISATIONS**

**MIMAR SINAN FINE ARTS UNIVERSITY**

<https://www.msgsu.edu.tr/>

**IZMIT MUNICIPALITY**

<http://www.izmit.bel.tr/>

**The Municipality of Misano Adriatico**

<http://www.misano.org/>

**Arabisch Deutsches Center für Dialog e. V.**

<http://www.wasla.berlin/>

## PROJECT AIM

Coronavirus hits all countries and young people all over EU dealing with same social challenges. Young people can not involve in **social and cultural activities** as well as in **education system** like before. This situation causing a **common problem** across European youth that leads increasing rates in depression, anxiety, usage that may increasing the risk of bad habits such as unhappiness, smoking, alcohol, drug using, social media addiction, obesity. Therefore, rapidly changing socio-political environment came alongside covid19 cause new needs in the field of education of various social groups in order to **prevent young people through European folklore** and it's **creative** dimension that will promote new sources for knowledge, skills and competences development in **youth work**. The project will gather **European folkloric values** with innovative learning materials as well as introduction of this values. Thus, we develop a new educational programme in the field of creativity and social inclusion. The illustrative and attractive online learning environment consisting of different **art demonstration** and their **soft skills** development effect will offer new tools for **youth workers**.

Our partnership creates synergy to open an **attractive online learning platform** for young people which allows **access to training courses** using instructive and informative **digital media contents** in the form of video tutorials combined with interactive options. To do this, we will improve competences and skills of young people through art. The enrollment for the courses will be open to everyone for free and it will be promoted through different channels. Not only the access to the learning materials will be simple, but the learners will receive support from the starters of the courses based on non formal education methods

## SPECIAL AIM

**During the life-time** of project – in 18 months – We will set up an interactive **e-Learning Platform** for youth workers where **European folklore** transforming into **new educational sources** for youth workers and young people with possibility of **distance learning**. Platform will **provide guidance** in learning of different European folklore practical basics. It will create attractive learning tools for youth, easily accessible from anywhere through the **internet**.

**Important note:** It has been planned that e-Learning Platform will be internally ready until the **12th month** of the project in order to realize pilot trainings and multiplier events.

## TARGET PROFILE

The direct participants of project are **youth workers, educators** and **young people**, including with fewer opportunities interested in European folk values who wants to expand their capacity in the field of art heritage. Youth workers will better understand the **creativity and soft skills** educational dimension **behind art traditions**, so they will **integrate new materials** into their youth work. It is expected that youth workers and educators will use new **educational contents related European art traditions** on their target groups. **Social inclusion** is a main principle during the project since it is open to all young people who are in education, dropped from education, NEETs, migrants, low-financial or well-financially able. In this project, **everyone** (No one left behind) will find a suitable workplace. The ones with fewer opportunities socially, financially, geographically, with migrant background will find chance to improve their competences. We aim to have greatest impact on youth workers in Europe and world through **e- Learning Platform - open to public**. Art educators, youth workers, trainers and art practitioners will improve their capacity in using non formal education in their studies with young people.

Participation the planned activities will give them:

- **Gaining practical skills** in European folk arts and their creative dimension
- **Orientation** in the different national, social and cultural contexts through European art values practically.
- **Increase** of knowledge and awareness on **traditional European art methods**.

### **TRANSNATIONAL PROJECT MEETINGS (TPMs)**

There are **3 face to face** Transnational Partners Meetings (TPM) and **2 online TPM** activity during the project. Each face to face TPM will host **2 pax** from each organisation and lasts for **2 working days**.

**1st TPM**, Title: "Kick off meeting"

Where: Izmit, Turkey

When: 2nd month of the project life-time

Host: Avrasya Genclik Gelisim Dernegi

Participants: Project coordinators, legal representatives of partner organizations (2 pax)

**2nd TPM**, Title: "Onsite Observation For Good Practice: Virtual Arts As a Tool In Social Inclusion of Migrants & Minorities in Germany"

Where: Berlin, Germany

When: 4th month of the project

Host: WASLA

Participants: Project coordinators, project trainers (2 pax)

**3rd TPM**, Title: "Onsite Observation For Good Practice: Implementation Digital Storytelling and Digital Theater in Youth Work in Italy"

Where: Misano, Italy

When: 8th month of the project

Host: Municipality of Misano Adriatico

Participants: Project coordinators, project trainers (2 pax)

**4th TPM**, Title: Closure Meeting

Where: Online

When: 17th month of the project

Host: Coordinator

Participants: Project coordinators, legal representatives of partner organizations (2 pax)

## STAFF TRAININGS

There are **2 face to face** staff training mobility exist within project proposal.

### 1st STAFF TRAINING

Title: **Usage of Creative Handicrafts For Social Inclusion of Vulnerable Youth**  
When: 10th month of the project  
Where: İzmit, Turkey  
Host: İzmit Municipality & Avrasya Genclik Gelisim Dernegi  
12 pax

#### Staff Training Aim

The staff training will host 3 participants from each partner. Participant profile will be youth workers, educators and trainers who can use the proposed education content in their daily works. Training will provide an artistic and intercultural space for critical reflection and exploration of recent developments in the field of youth work in the framework of empowerment of young people in the perspective of creative handicraft initiatives. Participants will be introduced new learning tools about how to prevent young people after disasters through cultural and art activities and promote effective public strategies after natural disasters. As a result of the staff training, participants will improve their knowledge, skills and competences in integration of creative handicraft art in their youth work. They will learn how to make disaster plan in their organizations in urgent situations such as earthquakes, pandemics and others.

Each partner organisation will create list of **10 local volunteer trainers** who will work with young people during pilot trainings. Following the physical staff training the participant trainees will transform their experience and gained expertise and knowledge to this volunteer trainers. This trainers will be equipped with new tools to ensure involvement of great amount of young people into training activities.

### 2nd STAFF TRAINING

Title: **Promotion of Ethnomusicology As a Creative Tool For Social Inclusion in Youth Work**  
When: 12th month of the project life-time  
Where: Berlin, Germany  
Host: WASLA & MSGSU  
21 pax

#### Staff Training Aim:

The staff training will host **5 participants** from Izmit Municipality, MSGSU and AGGD and **3 participants** from Misano Municipality. The participant profile is youth workers, educators and trainers who can possibly use the content in daily work. 15 participants totally. Participants will be introduced to the concept of **ethnomusicology** and **cultural identity, social inclusion** how it connects people and promote **sense of belonging**, how can it be used for transversal skills and **creativity on young people**, how to promote it as a tool in social inclusion etc. Participants will create frameworks in order to use ethnomusicology in their youth work according the needs of their young people.

During the training; MSGSU will share the local good practice of “soundbeyondtheborders” (<https://sinirinotesindensesler.org/>). WASLA will share good practice in social inclusion of migrants. (joint venture training development)

As a result, participants will be equipped with new knowledge, skills and competences to bring their own community for developing cooperation between young people from different backgrounds. Interaction with new cultural value promotes the tolerance and intercultural dialogue. Creative dimension of cultural heritage in ethnic musical values will be revived in youth work. Trainees will transform the expertise better to their volunteer trainers in home countries later on.

Note: Each partner organisation will create list of **10 local volunteer trainers** who will work with young people during pilot trainings. Following the staff training, the participant trainees will transform their experience and gained expertise and knowledge to this volunteer trainers. This trainers will be equipped with new tools to ensure involvement of great amount of young people into training activities.

**Note:** Upon the application, this initial LTT was inserted in Istanbul, Turkey under coordination of MSGSU. However, Turkish National Agency had a mistake and LTT has moved to Germany under coordination of WASLA. According to feedback of NA the LTT will be implemented together with WASLA and MSGSU.

### **MULTIPLIER EVENTS**

**General aim of multiplier event:** The event will aim to create small international art exhibition including art proposal in the project. Also to monitoring of e-Learning Platform for audience in order to spread the results from the project to the target sector, target group, potential users and final users in National and European level. The primary aim of these events is to engage a wider audience of youth workers, young people, policy makers and mobilize civil society for to show them creative potential of European folklore values. For this reason, e-learning platform requires to be ready for displaying until the start of ME events.

TITLE: **EUROPEAN FOLKLORE FESTIVAL** (international event)

When: 17th month of the project

Where: Turkey

Host: Avrasya Genclik Gelismis Dernegi & İzmit Municipality

Wasla and Misano Municipality will send **5 art practitioners** each to multiplier event for performance. Event also will host local people consisting from art educators, youth workers from Youth and Sport Ministry, policy makers, cultural NGO representatives, art academicians and possible beneficiaries from the project outputs, (10 foreign pax + 40 local pax)

Practitioners will perform their art before displaying the e-Learning Platform . The festival will host makers, masters and alive European folklore demonstrations and workshops such as Mangala, Üç Telli Baglama, Tulum, "Hat sanatı", "Çinçilik", "Bauernmalerei", "Islamic Ornamentation", "Storytelling", "Commedia" also some other heritages from Turkey as guest. This concept will give target audience chance to watch alive performances in European folklore values. Then, we will introduce the e-Learning Platform to the audience.

## **INNOVATION: e-Learning Platform of Creative European Folklore for Enlightenment of Youth Work**

The planned e-learning platform will serve as a sustainable framework for distant learning in the theme of creative European folkloric values. Online courses will cover history, accords, techniques and creation of this instruments/traditns. By the preferences of the project partners, the Moodle e-learning platform will start with the following online courses (Draft):

### **AVRASYA GENCLIK GELISIM DERNEGI**

Topic: **Mangala**

*Content 1:* short documentary

(history of Mangala, interviews with masters, it's creation)

*Content 2: E-courses*

(basic how to play course chapters & designing online board game at platform)

### **IZMIT MUNICIPALITY & İZMEK**

Topic: **Hat sanatı, Çinicilik, Tulum,**

*Content 1:* Short documentary

(it's history, how to set up environment for this art, interview with alive practitioners)

*Content 2: E-courses*

(basic how to play course chapters)

### **MİMAR SİNAN GÜZEL SANATLAR ÜNİVERSİTESİ**

Topic: **Üç Telli**

*Content 1:* Short documentary

(it's history, creation process, methods, interview with practitioners)

*Content 2: E-courses*

(basic how to play course chapters)

### **WASLA**

Topic: **Bauernmalerei, Islamic Ornamentation**

*Content 1:* Short documentary

(it's history, creation process, methods, interview with practitioners)

*Content 2: E-courses*

(basic how to do course chapters)

### **Misano Municipality**

Topic: **Commedia, Storytelling**

*Content 1:* Short documentary

(it's history, methods, interview with practitioners)

*Content 2: E-courses*

(basic how to do course chapters)

**Note:** proposal arts and cultures can be changed according to harmony of proposal.

Each partner will shoot short documentary about the art proposal. The documentaries should be orginal, shootted direcytly partners, not the existing works.

Each partner will shoot the video courses about the basics of art proposal. The video courses should have text explanation beside. Courses will be chapter by chapter and non skippable. The ones who finished all the chapters will encounter with a questionnaire for receiving of e-learning completion,

that will have logo of the project, logo of Erasmus+, official EU project number for recognizing their participation. The certificates will be sent digitally by email every month. **The platform will be open for new art uploaders** (sustainability). New uploads will be overviewed by project coordinators and if they accept the eligibility they will be published. The webpage and Moodle e-learning platform will be a **multilingual** resource, **translated to all languages** of the partnership: Turkish, Italian, German as well as English

IO type: Open / online / digital education – E-learning course /  
Duration: module 2nd – 12th month of the project

Structure of workflow as part of intellectual output:

- Setting up the Homepage + Moodle Platform (integrated)
- Design Concept for the e-courses
- Video shoots (short documentaries, e-courses)
- Setting up Courses and uploading all contents
- Pilot trainings
- Revisions
- Translations

#### Expected result from IO product: "e-Learning Platform of European Folklore"

- improving knowledge, skills and competences of youth workers in using European Folklore as a tool.
- adding value into youth work with new educational sources inspired by European Folklore
- help young generations and professionals to acquire skills and competences through art and creativity.
- open access platform that makes possible distant learning with a cross-platform design to preserve European folkloric values
- being roadmap to further partners who wants to contribute in folkloric values and can sustain to the knowledge database of the platform.
- improving intercultural communication skills of young people through European arts.
- creating successful model for assembling similar outcomes and trainings within the heritage sector.
- reinforcing partner organisations network in socio-cultural field by combination of more and less experienced cross-sectoral partners together.

#### CONCEPT DESIGN OF e-LEARNING PLATFORM

Mimar Sinan Fine Arts University (MSGSU) will be primarily responsible for all the **educational** and **pedagogical concept** design related tasks within the partnership. Each partner will be responsible from setting up the part of courses and embedding the video tutorials, short documentaries, translations, subtitles from their home countries. Each partner will shoot tutorials and will finalize the educational contents within supervision of MSGSU.

## PILOT TRAININGS (13th-14th months of project)

Each partner organization has to finish e-courses and digital contents for e-learning platform before 12th month of the project in order to carry out pilot training activities on young people. 20 young people with fewer opportunities in each country will be enrolled in pilot trainings where they will test platform modules and benefit from project draft outputs. Young people with fewer opportunities between 18-30 years old who has interest in art and young art makers with fewer opportunities between 18-30 years old will be main target profile in pilot trainings.

Pilot trainings will be declared in web-page of the partner and their associated partner organisations, participants will be selected according to the gender equality from among young people with fewer opportunities. Pilot trainings will be declared in web-page of the partner and their associated partner organisations, participants will be selected according to the gender equality from among young people with fewer opportunities.

Young people who will enroll in pilot trainings will involve in survey. The results of surveys will be conducted to help us to make last revisions before going public and start dissemination conferences.

## DISSEMINATION PLAN

General dissemination starts from the very beginning of project. Upon the starting of project, each partner will publish announcement in their **website** and **social media accounts** about the approval of project.

### Press Release

Avrasya Gençlik Gelisim Dernegi will create **press-release** format and each partner organization will share this press release at least in **3 different outside media channel** in home countries, including pictures from kick-off meeting, project logo, Erasmus+ logo. That makes, minimum 15 media article in participating countries. Each partner will assign one person to project social media pages and this persons will upload contents regularly about project activities and topic.

### Social Media

Coordinator will create official **social media pages** (Facebook, Instagram, Linkedin, Youtube) for the project where all activities and actions will be published. All partners will have access to the homepage and social media channels of project in order to publish contents.

### Dissemination Conferences (15th – 18th months of the project)

Each country will organize dissemination conference where they will involve 30 participants minimum, consisting from decision makers of associated partners, stakeholders, academicians, educators, youth workers, third sector workers, local body and municipalities. We set minimum total **150 participants** through dissemination conferences. Press members will be invited to dissemination conferences including TV and local newspapers. Brochures, leaflets and posters will be printed and used for dissemination of the project

Each partner will design the content of dissemination conference in home countries by organizing attractive and related speakers, panel sessions. They will announce "Dissemination Activity Flow" with date, time, venue, speakers, agenda and description at least before 10 days of the event from their social media channels and websites. They will support project's dissemination activities with the collaboration of local press and media tools as well as their own social media accounts.