Erasmus+

DORJA CUG

born on 10/02/2002

participated in the Youth Exchange

"DIGITAL SKILLS THROUGH GAME DESIGN"

in Sigulda, Latvia

from 19/10/2024 to 27/10/2024

About the project

The Erasmus+ Youth Exchange project, "Digital Skills through Game Design," to helped young people develop essential digital competencies through the process of game creation. The learning process based on non-formal and informal education methods. Activities were prepared a dynamic and educational program in a multicultural environment, through which were able to give the participants useful skills and insights into the game development industry and the basics of game design.

This certificate has been issued by "Riga TechGirls".

># Riga
 TechGirls

Pauls Siliņš
Board member, legal representative of organisation "Riga TechGirls"

Electronically signed on 19/11/2024 18:54 by Anda Pilmane

The ID of this certificate is 2RVK-21HG-Y1JX-A9VW.
To verify the ID, please go to the Youthpass website at **https://www.youthpass.eu/verify** or scan this QR code:

Youthpass

Makes your learning visible

Erasmus+

LEARNING CONTEXT

Youth Exchanges supported by the Erasmus+ programme offer groups of young people from different countries an opportunity to jointly design, prepare and carry out a non-formal learning programme on a topic of their interest. This usually involves a mix of workshops, debates, role-plays, simulations and outdoor activities. The learning process, which is supported by youth workers and leaders, includes the preparation, implementation and follow-up of the exchange.

COMPETENCES DEVELOPED BY DORJA CUG

The following summary is the result of a reflection and self-assessment process which took place during and after the project.

Multilingual competence

Using different communication types to speak and understand each other, appreciating cultural diversity, having curiosity for intercultural communication.

Personal, social and learning to learn competence

I was able to reflect on myself and things I've learnt, done and saw during the exchange. Working with others was constructive and informative. There was no issue emotionally supporting others or myself.

Cultural awareness and expression competence

Understanding of others countries, folklore and culture. Learning different dances and art forms present in their cultures, which allowed for new ways of expressions.

Digital competence

Communication, collaboration, digital creation, problem solving and teamwork. I have learnt to use several new programs and implement different ideas into my digital work.

The competence description in Youthpass is based on the European Union framework for Key Competences for Lifelong Learning:
https://education.ec.europa.eu/focus-topics/improving-quality-equity/key-competences-lifelong-learning

Youthpass

Makes your learning visible

Erasmus+

Literacy competence

Further developed the ability to understand and express thoughts, feelings and facts orally and to interact with others.

Dorja Cug

Sigulda, LATVIA, 27/10/2024

PROJECT DETAILS

Below are further details about the project in which Dorja Cug participated.

"Digital skills through Game design"

Youth Exchange | 19/10/2024–27/10/2024 | in Sigulda, Latvia

Main activities:	1. Workshops and Training Sessions: -Digital Skills Workshops: the basics of programming, game mechanics, storytelling, user experience, and design tools. -Group discussions, presentations, round tables and energizers. -Collaborative Game Creation: participants worked in diverse teams to design and develop a game from scratch. 2. Intercultural Nights and Activities: participants represented them country with Kahoot, presentations, video, national dresses, dances, national food and drinks. 3. Icebreakers and Team-Building Activities: Structured activities that help participants bond and become comfortable in a team. 4. Local Excursion to Sigulda and Social Events (film evening, board games etc.) 5. Final Game Presentation and Game Showcase: teams present their completed games. 6. Reflection and Evaluation: sessions for participants to reflect on their learning journey, the skills they've acquired, and the personal growth they've experienced.
Main outcomes:	Main outcomes: 1.Digital Skills: -)Programming and Coding Basics: skills of coding, using game development tools, languages -)Game Design Knowledge: game mechanics, storytelling, character creation. 2. Improved Creativity and Problem-Solving Abilities: -)Creative Thinking: participants brainstorm ideas and create unique concepts. -Critical Problem-Solving: design and programming challenges helped improve their analytical thinking, problem-solving skills 3. Teamwork and Collaboration Skills: -)Cross-Cultural Exchange: working in international teams helped participants learn how to collaborate effectively across language/ cultural barriers. -)Management Skills: youth improved in planning, dividing tasks and managing timelines collaboratively 4. Career Awareness: exposure to digital careers, like game design, graphic design, helped participants understand potential paths in the digital sector.
Hosting organisation:	"Riga TechGirls" (LATVIA)
Partners:	ASOCIACIJA TAVO EUROPA (Lithuania), Targa Töö Ühing (Estonia), Asociația MULTIKULTI (Romania), MATAROA (Greece)
Group:	35 participants from Estonia, Greece, Latvia, Lithuania and Romania

Erasmus+

The working language of the project was English.

Youthpass

Makes your learning visible