Erasmus + Youth Exchange WHAT IS LIFE

La Vancelle, France

23/04/2016-01/05/2016

This pack contains all the important information about the Erasmus + youth exchange which regard you as partners and participants. Please read carefully the next chapters. Pay special attention to the section about "things to bring to the exchange" and the section "HOMEWORKS". We have tried to include all possible information in this pack, even the apparently obvious ones. Don't hesitate to contact us in case something is not clear. You will receive further practical information in relation to your stay, the youth exchange, activities in the near future.

DATE: from 23/04/2016 (travel date, arrival date and first activities) to 01/05/2016 (travel date, departure date, last activities)

LOCATION: La Vancelle (nearby Strasbourg), France

PARTICIPANTS' PROFILE:

If possible, youngsters between 18 and 25 years old. No age limit for the leaders. For information, the youth exchanges are for youth between 13 and 30. We also have a limit of 6 minors . So come back to us for any minor's participation.

The requirement for participation is minimal: curiosity for the topics of the exchange, i.e. digital technology, artificial intelligence, social media, digital culture. Participants need not have specific knowledge nor previous training.
With regards linguistic skills, participants are required to have a basic knowledge of English and/or French. Youth leaders should have an intermediate level of one of these languages.

To ensure male / female parity, each partner organization shall attempt to recruit 2 boys and 2 girls + 1 group leader. During the activities, facilitators will ensure that participants work in mixed groups (multinational groups and both sexes) to promote interaction and collaboration between genders and various nationalities.

The youth leader can be a youngster but, ideally, he/she should be a little older than the others. If there are minors in the team, we would recommend the youth leader to be over 30 years old.

WORKING LANGUAGES : English and French

NUMBER OF PARTICIPANTS: 5 youngsters + 1 group leader for each national group

NUMBER OF COUNTRIES: 3 + 1 (France)

PROJECT'S OVERWIEW

DESCRIPTION:

Since a few years, we have been witnessing a phenomenon whereby people (regardless their education, background, occupation) are increasingly more willing to question and/or take part in the current digital revolution, as opposed to undergoing these changes passively. An example of this attitude is the opening of workshops such as Makers spaces, Fablabs, Hacker spaces all over the globe.

This Erasmus + project aims to encourage participants to acknowledge this trend by growing more aware of this social phenomenon. To achieve this goal, throughout the exchange, participants will explore aspects of digital technology (both theoretical and practical) which are novel to them.

OBJECTIVES:

- motivate youngsters to live an intercultural experience ;

- encourage participants to operate unusual, hence creative associations ;

- favor comparison, exchange between youngsters of different nationalities ;

- motivate youngsters to fuel the development of new realities such as fablabs, maker spaces, hacker spaces, in their own countries ;

- invite reflection on the consequences of the latest technological developments, especially concerning artificial intelligence (A.I.) and the social media, and encourage participants to form an opinion and develop a critical attitude towards them ;

- encourage participants to view DIY under a novel angle, thus distancing themselves from full blown consumerism ;

- improve participants prospects for employment, especially in the domain of the digital industry ;

LEARNING METHODS:

Mostly non-formal teaching methods.

WORKING CONDITIONS:

- Working days: 7

- Travel days: 2

- Travel expenses : travel tickets will be refunded after the participants will have returned to their respective countries. Refund will not in any case exceed the limit of the Erasmus+ lamp sums.

- Accommodation and food : 100% covered by Erasmus plus funds;

- Participation fee : there is no participation fee;

- Things to bring to the exchange:

- a laptop with Windows or some other operating system (it is necessary that the OS be Windows or Linux, so a tablet which operates on Android or other device of that sort will not do). A lot of activities will involve computers, and we cannot provide a laptop for every single participant. However, do not worry if you don't have a laptop. Since the majority of the activities will take place in groups, it is sufficient that there be 3-4 laptops per national group. So before coming to the exchange, please check that there are at least 3 people from your national group traveling with a laptop;

- a raincoat and comfortable shoes, as we may spend quite a lot of time outdoor;

- a bottle or other recipient for water that you can carry with you (not if you travel by plane of course);

- if you have a smartphone with an sd card, take the sd card with you, as I will need you to take pictures that I will download on my computer right afterwards;

- if you bring your own camera, take the sd card or the usb cable to connect it to a computer, so that I can transfer your pictures on my computer;

- You should always have some money on you, in case you want to buy a snack in between meals;

- you favorite board game or other type of game that can be played in group;

- you will be sharing room with other people from the exchange, so you may want to take earplugs if you are sensitive to noises;

- something where you can store safely all receipts, tickets, boarding passes. Basically all documents that I will need in order to refund your expenses;

- Any medication you will need during your stay;

- Ideas for team-building games and outdoor activities to have fun;

- for the international buffet: food and / or drinks from your own country. There is a refrigerator but it is not possible to cook. We do not have a budget for this expense, please consider it as a present for the other participants;

ACTIVITIES:

- practical activities involving computers, microcontrollers, but also DIY. Each activity will serve to highlight participants' views on issues regarding artificial intelligence and digital technologies, and will therefore be followed by group discussions;

- designing experiments to test participants' attitudes towards certain issues surrounding artificial intelligence and digital technologies;

- role plays, and other team building activities;

 - Intercultural evenings for promoting group cohesion. All activities are in English and French. Everything is free.

PRACTICAL INFORMATION

ACTIVITIES AND ACCOMODATION:

Youth Hostel http://www.mjc-la-vancelle.com/ (La Vancelle, near to Strasbourg). For any question about the accomodation, do not write directly to the hostel. You must ask us. Wi-fi is not available in the hostel but there is bar « next door » where you can check your e-mails. You can bring your laptop. Of course, it is compulsory to order a drink while you check your emails.

ARRIVAL:

The nearest airport to La Vancelle is in Strasbourg, but you should priviledge the Basel-Mulhouse-Freiburg Euro Airport. At the Airport Basel-Mulhouse-Freiburg you should take a shuttle bus to Saint-Louis (it is a 10 minutes journey). From there you have to take a train to Sélestat (Information supplied if requested). From Sélestat, you may take a shuttle bus to La Vancelle.

In case you arrive to another airport (Karlsruhe Baden-Baden, Stuttgart, Frankfurt Main, Zurich, Memmingen, Frankfurt Hahn), we will help you with getting to Sélestat.

Please, do not buy any flight tickets before communicating us the price, your itinerary and the dates of travel. And please, wait for our approval.

We also accept if you come by car. You can also think about renting a car. However, if you come by car, you should be aware of some restriction which apply, e.g. only one car per national group, we cannot refund you the hotels and the meals during the trip, it is compulsory to prefer the shortest possible trip.

A travel by bus and/or train is also possible but we must discuss it beforehand.

DOCUMENTS AND REFUND PROCEDURE:

You are requested to bring with you (in line with European requirements):

- A photocopy of your plane tickets

- A copy of the invoice, certifying the actual ticket price

- Remember to keep your boarding pass, it is absolutely necessary for the reimbursement of your travel expenses.

- Also keep all bus and train tickets you might use during your journey.

The refund will be made by bank transfer, when all original tickets and boarding passes (for the inbound as well as the outbound trip) will arrive to our office. Our address : TAMBOUR BATTANT, 1 rue de Melsheim 67600 SELESTAT, FRANCE

As a general rule, we prefer to send the refund to the partner organization bank account. However, we can make some exceptions. For example, if the group leader buys all the tickets, we can reimburse him/her directly. It is also possible to reimburse directly each participant.

FOOD:

If you are vegetarian, if you don't eat pork or if you have allergy problems, please inform us as soon as possible.

INSURANCE:

Participants from EU countries should carry a European Health Insurance Card (former E111 form). We recommend you to pay for airline tickets with credit card, travel insurance is included (it is a recommendation only, do not change your credit card specifically for this trip!)

DETAILED TIMETABLE OF THE EXCHANGE:

You will receive this in due time.

PREPARATION:

- Meetings in each own country between the leaders and the participants before departure to prepare the participants.

- For minor participants, tutors will ensure that they get parental permission or equivalent.

HOMEWORKS:

- Arduino is an electronic card that can be programmed via a computer and a specific software to interact with the environment and perform actions (provided items such as motors are connected to it). It is the main piece of technology that we will use during the practical activities of the exchange.

Have a look at arduino's website (https://www.arduino.cc/), especially the section on projects (http://playground.arduino.cc/Projects/ArduinoUsers#flashlightbot). How would you use this technology and all the gadgets that come with it to produce an object that imitates a living creature? You are free to interpret "living creature" in the broadest possible sense, that is to say you can imagine to produce an artificial living plant, animal, and of course, human being. Don't worry if this whole arduino thing sounds gibberish to you! We will have plenty of time to learn how to program and control this device!

- find the "Fablab" that is nearest to you and visit their website. Pay special attention to the section that describes their work/projects, if there is one of course. If you cannot find any Fablab's website visit: https://www.fablabs.io/copenhagenfablab

- watch the official trailer of "ex machina" by Alex Garland (or the full movie if you find it!).

Do you think we will ever reach a stage such as the one depicted in the movie, where artificially intelligent creatures are so alike real human beings? If yes, what observations/thoughts lead you to answer thus? If not, why?

- since many activities will involve computer programming, you will need to install on your laptop several softwares. These are all opensource, which means that you can freely download them from the internet. You will receive more detailes information as to which softwares to install in due time.

COMMUNICATION:

Please specify a clear subject as well as the title of the project (What is life) in all your e-mails.

CONTACT:

Email : tambourbattant@hotmail.com   (Eric)   +33 3 67 09 84 73

if Eric is not in the office, try Mohamed: + 33 9 72 38 63 55

We are looking forward to meeting you and work together with you. We hope you will enjoy your time in France!