

NAUSIKA

ERASMUS+ PARTNER IDENTIFICATION (PIF)

A. PARTNER ORGANISATION

PIC	905490151
Full legal name (National Language)	Fundacja Edukacyjna Nausika
Full legal name (English Language)	Nausika Educational Foundation
Acronym	Nausika
National ID (if applicable)	000728246
Department (if applicable)	
Organisation ID	E10021633

Address (Street and number)	ul. Obrońców Helu 1A (new address since 1.1.2026)
Country	Poland
Region	Lesser Poland (Malopolskie)
P.O. Box	
Post Code	30-395 (new address since 1.1.2026)
CEDEX	
City	Kraków
Website	www.nausika.eu
Email	biuro@nausika.eu
Telephone 1	+48 518 584 244
Telephone 2	+48 789 057 941
Fax	

B. PROFILE

Type of Organisation	NGO
Is the partner organisation a public body?	no
Is the partner organisation a non-profit?	yes

C. BACKGROUND AND EXPERIENCE

Please briefly present the partner organisation.	Nausika was established to design, promote and implement educational games for personal development and social transformation. The aims of education, as we see it, are: • raising creativity among the youth and maintaining it among the adults, • empowering personal skills by conscious work on emotions and attitudes, • preventing radicalization and prejudices by critical thinking, • promoting sustainable development, permaculture, urban gardening, The various outputs of our work include:
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- narrative games (RPG, LARP, storytelling, argumentation, simulation)
- board and card games, including big scale mega-games
- customized training programs for teachers, youthworkers and teaching institutions

On the local level, we are networking and cooperating with many NGO's and national organizations. We are organizing soft-skills workshops, trainings and seminars for various educators in Kraków, gathering them in self-managing bottom-up groups focused on regular self-development. We also support, financially and advisably, many local youth initiatives in Kraków, some of them totally grass-root, some of them under the framework of European Solidarity Corps.

On the European level, we are designing and leading various mobilities and trainings, tangling the topics of migration, sustainable development, deep ecology, soft skills from personal development to more complex psychological issues.

Our crew consists of relatively young people (under 40) who agree on the principle of life-long learning. Our strategy is focused on **experiment, development and challenging the routine**. Since 2018, we are constantly growing in numbers, becoming around 30 people by now, divided into various project-groups according to their own passion, including professional trainers and designers, as well as international volunteers and trainees from local universities. The staff is paid according to running projects they are dedicated to, which stimulates expanding to new fields of activities.

BOARD MEMBERS

Zbigniew Janczukowicz

Founder and head of Nausika Foundation, teacher of philosophy and ethics, professional game designer, animator of discussion clubs in Krakow, NGO activist, passionate of permaculture and sustainable development.

He is the author of several educational board games (“The Circular Maring World”, “The Culture Whell”), role-playing scenarios (“Maring World”, “The snatch of Europe”) and of a storytelling-learning method “Storytelling Unplugged”. He has worked as game-design consultant in the project “Europe on the Board” and as game designer on projects “Gimle Youth Exchange” and “Migration is natural – borders are not”. He has completed management trainings at Fundacja Biuro Inicjatyw Społecznych and Fundacja Gospodarki i Administracji Publicznej in Kraków.

Patrycja Paula Gas

Anthropologist, lecturer at Jagiellonian University and The John Paul II Catholic University of Lublin, youth worker, certified career designer, intercultural competence trainer, trainer of NVC (Non-violent Communication), Design Thinking and Forum Theater, educational larp designer, author of a holistic storytelling methodology. Writing her PhD on multicultural communities. Coordinator of the trainer’s group SIETAR Polska (Society for Intercultural Education Training and Research). Author of a book „Dajakowie – wolni ludzie z Bornego” (Wydawnictwo WUJ, 2017). Mentor of international students at University Collage of Enterprise and Administration in Lublin. Originator and organizer of AlterEdu HUB, regular seminars for educators, exchanging and creating educational tools, finalized with The Fair of Alternative Education held yearly in Krakow. Since 2015 she is the author of several various training courses within Erasmus + program and outside [among others media education trainings for secondary school students, intercultural competence for university administration, Design Thinking for lecturers at Wroclaw University.

AUDIT COUNCIL MEMBERS

Rudolf Miczka – logistics, game design – responsible for Circular Maring World

Piotr Więckowski - graphic design, discussion clubs, responsible for local projects

	EMPLOYEES Wojciech Nowak – project leader, game designer, editor and facilitator, animator of local events Aleksandra Anastazja Czarkowska – project leader, game designer, editor and facilitator, animator of local events
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D. LEGAL REPRESENTATIVE (director)

Title	Mr
Gender	male
First Name	Zbigniew
Family Name	Janczukowicz
Department	management
Position	Director
Email	zbigniew.janczukowicz@nausika.eu

Telephone	+48 518 584 244
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E. CONTACT PERSON

Title	Ms
Gender	female
First Name	Patrycja
Family Name	Gas-Janczukowicz
Department	management
Position	Coordinator
Email	patrycja@nausika.eu
Telephone	+48 789 057 941

F. EUROPEAN PROJECTS – LEADER/BENEFICIARY

Title	Erasmus Accreditation in the Field of Youth for 7 years
Number	2020-1-PL01-KA150-YOU-096546
Description	Goals: 1. Enriching educational offer for youth with engaging gamistic tools 2. Popularising Non-Formal learning approach, also in formal education and among youth policy makers. 3. Improving the qualifications of youth workers, educators and trainers. 4. Increasing the effectiveness of civic participation bodies in environmental and climate education 5. Supporting youth initiatives and informal groups on local level 6. Engaging local youth in shaping the process of climate education and revitalization of urban space Main path: Training Courses for Youth Workers: Larp Alchemy - cycle of training courses mastering key competences within NFE approach for youth workers, municipality officials and decision makers in the area of youth policy
LINKS	https://nausika.eu/larpalchemy/

Title	Forgotten Gods - Home and Heritage in our Hands
Number	2022-1-PL01-KA210-YOU-000082199
Type	Erasmus+ Program, Key Action 2, Small-scale partnership in Youth
Description	GOALS: - Introduce 2 new organizations (Selkie and Erea) to the practical aspects of the Erasmus+ framework - Develop the network of connections with local and foreign institutions and organizations - Provide European youth workers with a high-quality “Forgotten Gods” Scenario - Include young people with fewer opportunities into the rediscovery of their City - Boost their agency, initiative, entrepreneurship, civic engagement and social innovation - Raise awareness of European identity and values
LINKS	https://nausika.eu/forgottengods/

Title	Larp For Climate - adaptation of edu-larp methodology to learning agenda for climate literacy
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Number	2021-1-PL01-KA220-YOU-000029241
Type	Erasmus+ Program, Key Action 2, Cooperation partnerships in youth
Description	GOALS: 1) Establish long-term international cooperation between LARP-designers with environmental activists and educators, both grassroots and formalized. 2) Raise the competence of Climate Literacy among young Europeans (13-30 years old), including people with fewer opportunities and limited access to non-formal education. 3) Deliver high-quality, innovative, open-source learning agenda for Climate Education on double channel: online and in person. 4) Empower international digital youth work and youth participation by involving young people from many countries in the online process of creating, adapting and implementing LARP games.
LINKS	https://nausika.eu/larpforclimate/

Title	TIME DIVE - inclusive games about social history of our cities
Number	2023-1-PL01-KA210-YOU-000160786
Type	Erasmus+ Program, Key Action 2, Small-scale partnership in Youth

Description	GOALS: - Strengthening the social and educational potential of Partner Organizations. - Inclusion of young residents of foreign origin, including Ukrainians, in the social history and current political life of our cities. - Developing full-fledged role-playing games with a low entry threshold for young players. Time Dive games are targeted to people of foreign origin, aim at overcoming cultural differences through in-depth understanding of the social history of specific cities.
LINKS	https://nausika.eu/timedive/

Title	Folklore For Future - bridging cultures and communities
Number	2023-1-PL01-KA210-ADU-000160302
Type	Erasmus+ Program, Key Action 2, Small-scale partnership in Adult Education
Description	GOALS: - strengthening eco-village educational centers for adult people with difficulties, - bridging cultures and communities (Nordic and Slavic, urban and rural, Ukrainian and European),

	- exploring folklore as the predecessor of non-formal education (socializing, learning soft skills, community building) and the narrative for handling the challenges of the future (sustainability, resilience, solidarity, identity, belonging).
LINKS	https://nausika.eu/folkloreforfuture/

Title	The Circular Maring World - Modelling sustainable development in the times of climate crisis
Number	2020-3-PL01-KA205-094937
Type	E+ Strategic Partnership for Youth - Cooperation for innovation and the exchange of good practices

Description	1. Educational goals - strengthening and motivating ecologically responsible consumer choices - raising awareness of the connections between private economic decisions and global climate change - mastering scientific concepts helpful in discussing macro-economic models - discarding the exploitative paradigm contained in most board and computer strategic games 2. Publishing goals - publishing 200 copies of the full-size board game "The Circular Maring World" - equipping teachers, educators and youth-workers with an innovative tool of climate education - promotion of non-formal educational tools in a wide and diverse audience 3. Strategic goals - strengthening cooperation of partner organizations included in the consortium - increasing the prestige of partners by publishing an attractive and original board game - transgression of board games into the territory of theater and online interactive performances - establishing cooperation with representatives of schools and public institutions 4. The environmental objectives - reduce air pollution - empower responsible economy and sustainable development
LINKS	https://nausika.eu/maring/

Title	Portal Project - transition of LARP to the field of adult education
Number	2020-1-PL01-KA204-082140
Type	E+ Strategic Partnership - Adult Education - Exchange of good practices
Description	OBJECTIVES 1. COOPERATION A. To strengthen the cooperation between the partner organizations that implement LARP as educational tool. B. To increase the mobility of Eastern-European larpers and game-designers on the European level. C. To get Larp games implemented by the local public Institutions which cope with social inclusion on the municipal level. 2. RECOGNITION A. To create an open-source tool to assess educational outputs (skills and attitudes) of various LARPs withing the Erasmus+ framework B. To share Larp scenarios with a wider audience though Portal Convents and Portal Webpage C. To establish the Portal Community (partners of this project + similar organizations and individual educators from neighboring countries) as an recognized entity connecting larpers and game-designers on European level 3. EDUCATION - To engage adult learners from difficult background in LARP games which aim at: A. Transforming negative attitudes towards migrants, minorities and other socially excluded groups of people

	B. Including adults from difficult backgrounds (migrants, convicts, unemployed) into high-quality learning activities C. Promoting European values of personal freedom, human dignity, solidarity and social responsibility
LINKS	https://nausika.eu/projects/portal10/

Title	Compos Mentis - inclusion and mental well-being in youth projects
Number	2020-2-PL01-KA105-082426
Type	E+ Training for Trainers, 2 mobilities
Description	We want to approach the topics of inclusion and youth mental well-being during two training courses which will bring together youth workers from 10 different countries and give them an opportunity to develop their knowledge about mental disorders and skills and attitudes to deal with them by creating a safe learning environment for all young people during the projects. First TC will focus on recognizing various mental health issues and exploring different types of psychotherapy approaches and the second TC will be devoted to creating together therapeutic tools ready to use during youth projects to enhance inclusion and secure proper group dynamics.
LINKS	https://nausika.eu/projects/compos-mentis/

Title	The Machers - intercultural volunteering service for Jewish Culture Festival
Number	2020-1-PL01-ESC11-080884
Type	ESC - Volunteering Project – 2 mobilities
Description	The project, called "The Machers - Intercultural Volunteering Service", is an outcome of combining the experiences and competences of Fundacja Edukacyjna Nausika, who specialize in non-formal intercultural education, and the Jewish Culture Festival, who have been cooperating with volunteers for over 20 years, these volunteers becoming a significant part of the organization. The project will involve 40 young people aged 18-30 from various countries around Europe and from other partner countries (including Israel, in accordance with the main theme of the Festival), who for 4 weeks (June 10, 2020- July 10, 2020) will be part of the volunteer community of the Jewish Culture Festival. As part of their voluntary activities, they will create one of the largest cultural events in Poland in the areas of: assisting artists, logistical assistance at the festival office, assistance in the production and implementation of festival events: workshops, meetings, lectures, guided tours, musical events, religious ceremonies, assistance in promotion, distribution of information material, and helping the festival audience.
LINKS	https://nausika.eu/projects/machers/

Title	Mapping best practices for youth friendly cities
Number	2019-3-PL01-KA205-077722
Type	E+ Strategic Partnership – Youth sector - Exchange of good practices
Description	Main aims of the project: 1) To collect best practices of friendly youth cities implementation in various dimensions, e.g infrastructure, youth participation and co-management, education and youth opportunities, youth rights protection. health and information, as inspirations and incentives for youth policy making at a local level, 2) To bring together youth workers, young people and decision-makers from our municipalities to initiate debate stimulating political decision making in the field of youth friendly cities. 3) To stimulate urban development with the special focus on youth and engage young people into urban planning. Our Foundation is applicant organization and coordinator of the project, responsible for project management and implementation, transnational project meetings, learning, teaching and training activities. Total budget equals 53 680,00 euro divided between 5 partners (Belgium, The Republic of North Macedonia, Romania, Portugal, Slovenia). Funded by Erasmus +.
LINKS	https://nausika.eu/projects/mapping/

Title	NausiCafé - Flying Café of Personal Development
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Number	2020-3-PL01-ESC31-094930
Type	ESC Solidarity Project, Kraków, Poland
Description	A group dedicated to young adepts of informal education and personal development: body awareness, plastic arts, storytelling, theatre, improvisation, public speaking, game design, academic research. The Flying Café is a series of workshops. Topics are determined during subsequent events and here on the FB group. You can conduct and test your own workshops or order your dream training from professional teachers. We also create and test games and educational tools. We leave organizational matters to young people (<30), but all ages and genders can participate in the events.

Title	"World's Boards" - promotion of ethnic board games as multicultural education tools
Number	2020-1-PL01-ESC31-079478
Type	ESC Solidarity Project, Kraków, Poland
Description	Waking tolerance, discovering diversity and integrating foreigners during open meetings with ethnic board games from around the world. The project is based on a local initiative initiated by young students from Krakow, raising it to a higher organizational level and expanding the group of recipients (foreigners, immigrants, social activists, teachers, educators) and the scope of used games (neighboring and tropical countries, ethnic

	minorities, historical reconstructions). The project will end with a systematic evaluation of games (which are commonly regarded as entertainment) as effective tools of non-formal education. The evaluation will be published on a specially created website "World's Boards", on the Salto-Youth platform and presented at two local conferences for educators.
LINKS	https://www.facebook.com/worldsboards

Title	eduLARPbox - LarpForFuture
Number	2020-1-PL01-ESC31-079684
Type	ESC Solidarity Project, Kraków, Poland
Description	Objectives: 1. Developing future competencies such as cognitive flexibility, creativity, solving complex problems, cooperation with others, emotional intelligence, people management, entrepreneurship and the method of educational LARP. 2. Social integration of young enthusiasts of creative education, including the community of foreigners in Krakow 3. Promoting non-formal education by introducing to the educational market an innovative, engaging method that can also be used in formal education (schools, universities).
LINKS	https://www.facebook.com/larpForFuture

Title	Salwator Community Garden – Social Regeneration
Number	2020-3-PL01-ESC31-094674
Type	ESC Solidarity Project, Kraków, Poland
Description	Main aims of the project: 1. Development and empowerment of a group of young gardeners managing the Salwator Community Garden - during 12 open organizational meetings. 2. Integration of the local community by keeping the Garden open every day and joint planting and harvesting throughout the year 2021. 3. Consolidation of the municipal policy regarding community gardens between representatives of the City Greenery Board, the City of Krakow and city gardeners - by building a network of personal contacts and activating common communication channels in social media 4. Exchange of contacts and good practices between Krakow non-governmental organizations and informal groups during two 50-person networking picnics. 5. Increasing knowledge in the field of education and permaculture among the participants of 6 educational meetings organized in the Garden
LINKS	https://www.facebook.com/SalwatorGarden

Title	Regeneration of the urban fabric of Krakow in the Salwator Community Garden
Number	2019-3-PL01-ESC31-077582
Type	ESC Solidarity Project, Kraków, Poland
Description	Main aims of the project: 1. Social integration of the inhabitants of Krakow, increased civic activity, neighborly cooperation and a sense of agency. 2. Training a group of 20 young, responsible and entrepreneurial keepers of the Garden 3. Revitalization of urban space, biodiversity protection, wasteland and waste management. 4. Promotion of the idea of social gardens - voluntary work for the common good. 5. Practical learning of permaculture in action, transfer of knowledge in the field of ecology and awareness of climate change. Total budget - 6 888,00 EUR. Nausika is coordinating, administrating, organizing events and providing trainings, workshops and coaching for the initiative group of young people. Funded by European Solidarity Corps.
LINKS	https://www.facebook.com/SalwatorGarden

Title	Diversifying Education
Number	2020-2-SE02-KA205-002897
Type	Erasmus+ - Cooperation Partnership – Youth sector
Description	The ultimate goal of DivE(d) is to develop a set of inclusive learning methods (Lego, puzzles, larps, ttrpgs) suitable for diverse-ability groups of young people in the youth work & education fields. The big goal is to support inclusivity and enhancement of learning of diverse groups of young people, including those with special needs. Specifically, we aim to equip educators with tools and methods that are accessible, engaging, and adaptable to young people with varying abilities. DivE(d) produces engaging game-like methods & outlines to use with diverse-ability groups: - 5 webinars & visual summaries about inclusive education & play - 20+ exercises using puzzle-based, Lego-based, edularp & TTRPG formats. - 4 video trailers introducing each approach. - 24 educators trained to use methods with mixed-ability groups. - over 100 multipliers introduced to the outputs.

Title	Hybridizing eduLARP- Strengthening Organisations through Live Action Role-Playing as an educative method and how to manage them with digital and offline tools.
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Number	2023-3-DE04-KA210-YOU-000174957
Type	Erasmus+ - Small-scale Partnership – Youth sector
Description	With "Hybridizing eduLARP", Jugendagentur, Walddritter and Nausika qualify in the innovative eduLARP (educative Live Adventure Roleplaying) method with a thematic focus on climate change and technical developments. To increase the participation of young people, digital tools are used for concept development and project monitoring of eduLARP offers. 4 concrete eduLARP concepts are published in an online guide with information on the possible use of eduLARP as an educational method in youth work.
LINKS	https://jugendagentur.de/edularp/

Title	Climate for All - Games for Education on Sustainability
Number	2023-1-BE01-KA220-ADU-000167023
Type	Erasmus+ - Cooperation Partnership – Adult sector
Description	The project aims to develop a digital platform with innovative educational games that will enhance the skills of young adults and youth workers in sustainability and climate action. It seeks to promote cooperation among

	European NGOs, municipalities and schools, and to have a positive impact on the environment and the target groups involved.
LINKS	https://climate4all.org/

Title	Flower Power
Number	2022-3-SK02-KA210-YOU-000101281
Type	Erasmus+ - Small-scale Partnership – Youth sector
Description	1. Growth knowledge, information and skills on urban biodiversity, community gardens and growing plants for 600 young people with the help create growing digital booklet. 2. Exchange of experience and good practice between the 3 partners, stakeholders and NGOs. 3. Cross- sectoral development about indoor growing and community gardens through open online Booklets and Multiplier Events. 4. Growth CAPACITY organizational through close cooperation between the 3 partners and study visits in Romania, Poland and Slovakia.

Title	Green skills - back to basics
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Number	2020-2-SE02-KA205-002897
Type	Erasmus+ - Small-scale Partnership – Youth sector
Description	OBJECTIVES - Strengthening our organisations and networks. Develop eco-communities / learning centers for sustainability and green skills. Moving towards the SDG goals. - Strengthen the local community / country side. - Develop methods of community building, motivation and teaching. Putting forward non-formal learning methods. - Fulfil participants expectations of feeling meaningful, feeling creative, feeling part of a group, strengthening their identity, being social, desire for personal growth, equipping them with skills needed in society (employability).

Title	DiveIN - developing eduLARP methodology to prevent violent radicalization of young people
Number	2019-1-PL01-KA205-063392
Type	E+ Strategic Partnership for Innovation – Youth sector

Description	Our goal is to prevent violent radicalization, xenophobia, nationalism, racism as ideologies and attitudes undermining the value and dignity of other people of young people in Europe on 2 levels: - Generic prevention - keeping non-judgement, open eyes, understanding, empathy, - Prevention of specific aspects of radicalisation in our countries (e.g. nationalism, anti-refugee attitudes, fundamentalism). Specific objectives: • to prepare in depth analysis for LARP scenarios based on experiences and life stories of young people from around Kraków, Udevalla, Palermo, Tallin and Bavaria. • to use eduLARP to combat identified aspects/levels of radicalisation among above mentioned young people, • to develop complex educational methodology - eduLARP - using developed scenarios for young people from our regions. Nausika is responsible for intellectual output, designing educational program for blended mobilities and trainings, scenarios, manual, testing and implementing eduLARPs on international and local level
LINKS	https://nausika.eu/projects/divein/

Title	Educational participation of young people for climate
Number	2020-2-PL01-ESC31-082758
Type	ESC Solidarity Project, Kraków, Poland

Description	OBJECTIVES OF THIS PROJECT - strengthen organizational skills among the Lesser Poland (Kraków + Nowy Sącz) youth involved in the activities of the Youth Climate Strike - this applies to 5 people belonging to the Initiative Group and about 45 other people before the age of 20, including minors who will be participants of organized events - increase ecological awareness among several thousand people living in Lesser Poland, belonging to all generations, - establish regular educational events organized by youth belonging to the Youth Climate Strike, increasing the rating of this movement in the eyes of older people and local decision-makers by the focus on positive educational work at the foundations - increase organizational and communication skills among members of the Initiative Group and people supporting it - increase of substantive knowledge among participants of educational meetings with specialists in fields related to the environment and climate change - find specific small-scale solutions that can be implemented at local level (rain gardens, community gardens, garbage segregation in schools) - stimulate social dialogue at local level on adaptation to climate change - increased sense of agency among young people - increase the popularity of the Youth Climate Strike in social media - increase entrepreneurship among young people
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Title	EduLARP – Interactive Methods of Promoting European Values
Number	2018-3-DE04-KA105-017393
Type	A set of Erasmus+ training courses and youth exchanges

Description	Edinu – Migration Larp
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Title	Into the Wild
Number	2020-1-PL01-KA105-079137
Type	E+ youth exchange
Description	Connected with The Dive In Larp Project, designed to test LARP games created by the consortium.

Title	EduLARP - Fantasy and adventure in Swedish nature
Number	2019-1-SE02-KA105-002409
Description	Gimle Larp

Title	Evaluate Evolve - the past, the present, the future
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Number	2019-3-SE02-KA105-002634
Description	Both projects organized by Hastekasen Farm Association (HFA) in cooperation with Nausika. First one focused on evaluating youth participation in Erasmus+ projects, its impact on their life, followed by 5th edition of empowering eduLARP Gimle cocreated (from its beginnings in 2016) by board member of Nausika – Patrycja Paula Gas who is responsible for designing educational program, preparation of youth workers and co-organizing youth exchange, Nausika is also sending organization for this project. Gimle eduLARP is focused on developing key competences, among others, leadership, problem-solving, team management, critical thinking, entrepreneurship.

Title	Life and activities in an eco-farm community (Short Team ESC)
Number	2019-3-SE02-ESC11-002606
Description	Regular volunteering project focused on developing green skills, self-sustainability, solidarity and entrepreneurship. Members of Nausika provide mentorship and thematical workshops for volunteers, among others Nonviolent Communication, Forum Theatre, Holistic Storytelling, Project Management, Career Counselling with Ikigai method. Nausika is also sending organization. Funded by European Solidarity Corps.

Title	Quo Vadis Europea?
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Number	2018-1-DE04-KA105-016505
Description	Seminars using storytelling methodology to analyse past, present and future of Europe, creating scenarios for better youth involvement and participation in decision making.

Title	Migration is natural, borders are not
Number	2017-2-DE04-KA105-015558
Description	Educational LARP Youth Exchange and Youth Workers Mobility, two members of Nausika were designing educational program and scenarios, coorganizing mobilities, leading workshops and LARP, creating postapocalyptic world of Edinu. The main aim of all Edinu eduLARP mobilities is to raise awareness about migration processes, prevent stereotypical thinking about refugees and migrants and develop intercultural competences among the participants. 4 eduLARP Youth Exchanges plus two Youth workers mobilities between 2017 and 2019 in Berlin.

Title	Forum Theatre
Number	2016-3-PL01-KA105-035174

Description	Training focused on preparing youth workers to use Forum Theater methodology to solve problems in their local communities. Designed and led by Patrycja Paula Gas.
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Title	Europe on the Board
Number	2016-3-DE04-KA105-014818
Description	Introduction to gamification, designing and creating board games about European values and cultural heritage, one of Nausika members, Zbigniew Janczukowicz, was co-leading the project providing workshops and game tests. Berlin.

H. LOCAL AND NATIONAL PROJECTS

Title	MMM – Media, Młodzież, Małopolska (Media, Youth, Lesser Poland)
Date	25.02.2019 – 30.11.2020

Description	Media education project for young people from Lesser Poland (16-22 years old) including creating youth portal - https://mlodziez.malopolska.pl/, organizing workshops in secondary schools about media and civic competences, fake news, youth policy and organizing trainings where we were preparing young journalists to prepare them to create their own content for the portal (vblog, podcast, articles, interviews, instastory). Nausika in cooperation with Association Europe4Youth is the applicant and coordinating organization, responsible for the whole project, administration, educational content, workshops at schools, stationary trainings, scenarios for teachers and monitoring youth portal. Total budget – 68743 EUR. Funded by Narodowy Instytut Wolności, Fundusz Inicjatyw Obywatelskich (National Institute of Freedom, Citizens’ Initiative Fund).
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Title	Youth KrakHack – hackaton of social projects
Date	2018, 2019, 2020, 2021
Description	Organized by Kraków Municipality 12hours event for young citizens who design various social projects with different topics every year (eg. education, culture, climate change). Nausika as a member of Civic Dialogue Committee for Youth Policy in Kraków helps with organization and mentoring youth groups.