



RURALITIES Transnational meeting

Minutes of the transnational Meeting

KA2 Partnership “RURALITIES”

Video Call 5th and 6th of October 2020

Link used to connect to the video call: <https://meet.jit.si/Ruralitiesonline>
and <https://zoom.us/j/94253737097?pwd=Q3hiS3pwR01uSjNNMkhlWCswOVBTdz09>

Present

We used registration forms for the meeting via google form.

Name of Participant	Organisation
Jeanne Stephan	IPSO FACTO
Matthieu Viallefont	IPSO FACTO
Martin Barthel	CRN
Krisztina Keresztely	CRN
Anna Boubouzioti	University of Thessaly UTH
Agnieszka Świgost-Kapocsi	Instytut Rozwoju Miast i Regionów
Jacek Koj	IRMiR
Andrea D'Andrea	Euro-Net
Heike Deul	Arbeit und Leben
Björn Kluger	Arbeit und Leben M-V e.V.

Agenda

Monday 5th of October 10:00 to 12:00

1. Welcome and registration
2. “What is a hackathon?” Presentation by Krisztina Keresztely
3. Needs Assessment Presentation by Heike Deul and Björn Kluger
4. Discussion about possible experiences moderated by Krisztina Keresztely
5. Presentation of a case for the afternoon session “test the hackathon method “ by Jeanne Stephan

Monday 5th of October 14:00 to 16:00

1. Introduction by Krisztina Keresztely
2. Work in groups with the guideline of the “Trash game production”
3. Presentation of the mini games in public by playing
4. Discussion and Evaluation of the activity

Tuesday 6th of October 10:00 to 12:40

1. Planning the local hackatons
2. Evaluation
3. Dissemination
4. Project management issues – Follow up: next steps, meetings, deadlines

Welcome and registration



1. Needs assessment

Heike, Björn and Katerina realized the report on needs assessment based on the empathy interviews. You can find the report [here](#).

Needs assessment is a basis for design the game and the curriculum.

2. Organization of 3 local events based on the Hackathon approach

On Monday morning, Krisztina present to us the approach. You can find the presentation in the google drive: [What is a Hackathon ?](#)

On Monday afternoon, we test the Hackathon approach with the guideline of the “Trash game production”. The participants are divided into 2 groups. Each group created a game to meet the needs.

https://meet.jit.si/Ruralitiesonline_group3

Agnieszka Anna Heike Jacek

GAME RULES

1. The aim of the game is to get from the starting point (your neighbourhood) to the centre.
2. The player who is the first to get to the centre or the player who gets the highest score is the winner.
3. The players can score points by taking a card from the stack, when they put the cone on a field with "C" (e.g. waiting a turn due to missing a bus or a field because someone picked you up).
4. The players must take an action when they put the cone on a field with "A - actions" (e.g. helping the neighbour).

https://meet.jit.si/Ruralitiesonlinegroup1

Björn Andrea Jeanne

NEED:
INTEGRATION
IDENTITY
KNOWLEDGE
OF THE OTHER

TOOLS:
STORYTELLING
SOCIAL
SMART PHONE

SUGGESTION:
USE
STRANGER/FOREIGN
WORDS
INTERVIEW PEOPLE
FINAL PRESENTATION
AND DISCUSSION

Create a story starting from these words using storytelling method

<p>Main: Character local observer (Björn)</p>	<p>Object: lost / forgotten places (Björn)</p>	<p>Action: (Andrea) move on</p>
<p>Adjective: (Andrea) weird</p>	<p>Secondary character: Merlin the enchanter (Jeanne)</p>	<p>Place: A Grotto (Jeanne)</p>

THE HERO'S JOURNEY

GAME RULES.

The game is played in groups of minimum 3 and maximum 6 players. Players are asked to write at least a word on slips of paper for:

- name of a main character,
- name of a secondary character,
- action,
- object,
- place,
- adjective.

The more pieces of paper you write, the more complex the story will become. It is suggested to also use words in one's own language or dialect, without necessarily describing the precise meaning, to reveal it perhaps only at the end.

You put the papers on the table and take turns telling a story, everyone has to contribute to building a single story starting from the point where the previous player decides to fold. It is advisable to make sure that the story sections of each individual player are not too long so that everyone can speak.

The word used in the story must be used at least once and can be repeated several times. We must try to stay on the subject of the words used without wandering too much and try to stimulate the use of oddities and funny events.

In the end all the groups get together to tell their own story and discuss foreign words.

Andrea propose some reference and reflection to continue to work on the game:

- <https://www.amazon.com/dp/1589781317?tag=aboutcom02thespruce-20&linkCode=ogi&th=1&psc=1&ascsubtag=4164626%7Cn79af8e8cbf924969937c4d419815e2e714>
- https://en.wikipedia.org/wiki/Game_of_the_Goose
- https://en.wikipedia.org/wiki/Alternate_reality_game
- <https://www.storycubes.com>
- https://www.youtube.com/watch?v=MK_zRzczfj4

On Tuesday 6th of October, we discuss how to plan the Hackathon as local events.

In the application form, we scheduled 3 local events. For the moment, 2 local events are planned: one organizes by Arbeit und Leben with the support of CRN and one other by Ipsofacto. For the third event, several possibilities are possible:

- A second event organize by one of the partners
- An online Hackaton to share and deepen the results of the first 2.
- A shared event in the framework of another project (Urbanities, Co-Engage, ...)
- ...

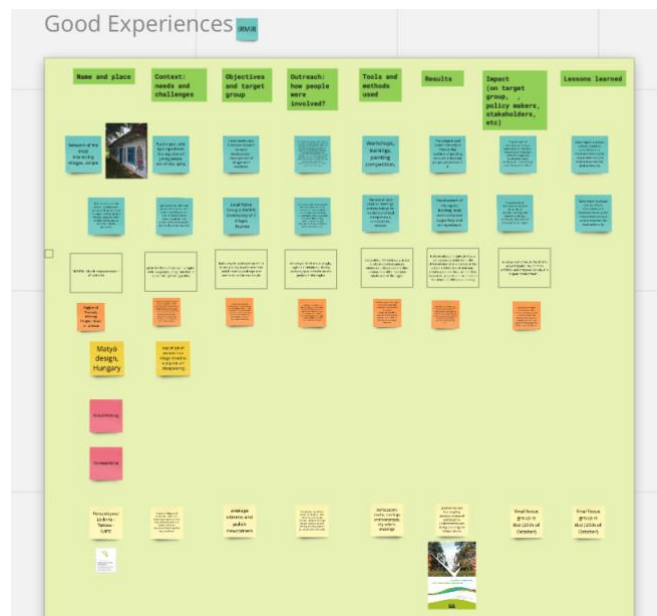
The items that can help us to organize the hackathon are:

1. Offline/online ?
2. Independent / embedded in other events?
3. Venue? (logistics, setting of the online or offline space)
4. Participants ? (number, where from)
5. Main topic/challenge ?
6. Main communication channel
7. Methods to be used warm up + discussions
8. Tools/material needed (online and offline)
9. Handouts
10. Assessment (pre- and post) and evaluation feedbacks
11. ...

➔ **Arbeit und Leben and IpsoFacto realize an organizational framework and share it. A meeting at the beginning of November has to be planned.**

3. Smart experiences

Some experiences are yet on the miro board. <https://miro.com/>



Name and place	Context: needs and challenges	Objectives and target group	Outreach: how people were involved?	Tools and methods used	Results	Impact (on target group, policy makers, stakeholders, etc)	Lessons learned
Smart practice 1							
Smart practice 2							
Smart practice 3							
Smart practice 4							
Smart practice 5							
Smart practice 6							
Smart practice 7							
Smart practice 8							
Smart practice 9							
Smart practice 10							

➔ **Each partner has to present 2 smart practices. Before working on smart practices, it seems necessary to discuss the notion of Ruralities. Also, the presentation can be written after the next meeting.**

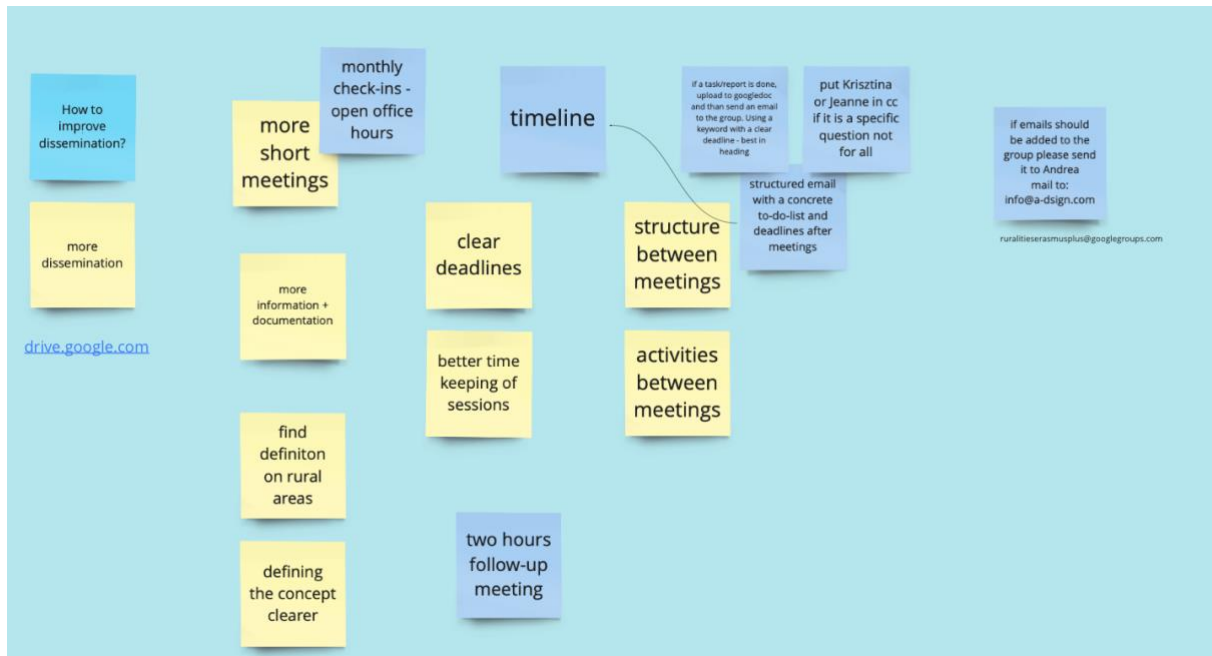
4. Evaluation

The document “Pre assessment form” is generally filled at the beginning of the project. It is a base to evaluate the competencies we can mobilize in the project and to collect the needs and expectations of each partners.

➔ **If it's not already done, thanks to fill it**

An evaluation plan is already done. You can find it [here](#)

Based to the aims of the evaluation, a questionnaire was created. We discussed the results of the first period evaluation.



Areas for improvement and corrective actions:

- Coordination and structure between meetings
 - o Monthly checks-ins open - office hours:
 - Jeanne and Krisztina propose time slots each month to speak about the project management. **The first Tuesday each month from 10:00 to 11:00 CET. Next steering committees: Tuesday 3rd of November and Tuesday 1st of december**
 - One week before we decide to maintain or not according to the questions of the partners.
 - o A timeline will be insert in the “Miro” and also the revised calendar
 - o Structured email with a concrete to-do-list and deadlines after meetings

- Common vocabulary

The definition of the concept appears as an important work to do. So, we decide to dedicate a specific time to discuss about our definition of rural areas.

➔ **All partners write their definition on the “Miro” and we discuss about it at the beginning of November during an online meeting.**

- Dissemination

The [dissemination plan on Drive](#)

Our tools to disseminate:

 - o The facebook page: <https://www.facebook.com/ruralitieserasmusplus>
 - o The project website: <https://www.ruralities.eu>



Heike, Björn (Arbeit und Leben) and Andrea (Euro-net) will translate the dissemination plan in actions to be carried out by the partners.

It's important to publish articles on EPALE. We can upload some videos where we speak, or we invite people to speak about the rural development.

5. Upcoming deadlines

Date or Period	Activity*	Task	Partner organisation	Deadline
15/10/2020	A5	Propose a concrete actions plan	Heike and Björn - Arbeit und Leben Andrea - Euro-Net Krisztina - CRN	/
Before the local event	A3	Propose a framework for the local event	Heike and Björn - Arbeit und Leben Jeanne - IpsoFacto Krisztina - CRN	Beginning of November
Beginning of November	A1/A2	Each partner writes his definition of ruralities on the Miro bases on his experiences, context, resources, feelings, the statistics and theory	All partners	28/10/2020
		Plan the meeting – create a doodle	Anna (UTH) or Jeanne (IpsoFacto)	16/10/2020
Beginning of December	A1/A2	Plan the meeting – create a doodle and moderate	Krisztina (CRN)	03/11/2020
		Write 2 smart experiences	All partners	25/11/2020



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Code activity	Title of the activity	Responsible Partners
A0	Project Management	Ipsos Facto and CRN
A1	Evaluation of Smart Practices of Citizen Engagement and Co-creation processes in development of local rural communities	CRN and IRMIR
A2	Needs and Impact Assessment	Arbeit und Leben - University of Thessaly
A3	Co-creation of the game	Ipsos Facto - Euronet
A4	Curriculum Development	CRN - University of Thessaly
A5	Dissemination	Arbeit und Leben and Euronet
A6	Quality control and evaluation	IRMIR and University of Thessaly
A7	Helpline and Risk management	Ipsos Facto and CRN
A8	Financial Monitoring and Project Evaluation	Ipsos Facto