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**Title, type of activity, extended description of activities:**

***Summer Tuesdays at WSEI– series of educational workshop with integration for Polish and Ukrainian youth***

The College of Economics and Computer Science has been present in the field of education for over 20 years. We are a modern, friendly, practice oriented college where 50% of lecturers are practitioners in companies, most of the classes are laboratories, seminars and workshops. We are focused on providing our students with practical knowledge in the fields of IT, Management, Finances and Accountancy as well as aiding with development of soft skills. We offer classes and workshops for high school students, continually increase cooperation with local NGOs and organize programming workshops for children.

**Activity type**

Within Summer Tuesdays at WSEI ,we have planned for children from Poland and Ukraine, free of charge, practical workshops that will teach them entrepreneurship, creative thinking, team work, computer basics with the usage of Visual Studio as well as basics of game programming with the usage of the Unity engine. Workshops will take place in seminar rooms and inside computer labs of the College of Economics and Computer Science, each Tuesday throughout August and September 2022.

**Aim**

The ultimate aim of all workshops is active integration of Polish and Ukrainian children and youth. During the workshops , besides gaining practical knowledge and skills, participants will have a unique opportunity to obtain soft skills, such as team work, intercultural communication, they will also have time to learn more about each other playing or solving problems together. For the care takers/ parents a separate room with refreshments will be offered to create an opportunity to chat and exchange experiences. We believe that time spent together will add to integration of both communities.

## **Expanded description of activities**

Each meeting will be led by a trainer experienced in running workshops for children and youth. Workshops will be provided in Polish with the constant presence of an Ukrainian interpreter. Each meeting will have catering options. Each of the participants will be given materials summing up the workshop. During the workshops, through competitions and lotteries prizes and gifts will be distributed. The organizer will provide a photo session for each workshop and a final summary of the project. Each workshop will be supervised, in interchangeable periods, by 2 coordinators provided by the Organizer.

The aim of each of the planned workshops is Polish- Ukrainian integration as well as gaining of practical knowledge within the following subjects:

### **1. Workshop for youth: First step on your career path**

Duration: 3 hours

Number of participants: 20 persons

Subject:

- learning more about your professional predispositions
- standing out from the crowd – creating your professional portfolio
- fear not the qualification talk or how to get ready to meet your recruiter

### **2. Creative workshop for youth: The Tower of Babel**

Duration: 2 hours

Number of participants: 20 persons

Subject:

Exciting task of building a tower performed by small teams. Time is of essence. The team with the highest tower wins. A bit of competition and lots of learning about each other guaranteed.

### **3. Computer workshop for youth. First steps in Visual Studio**

Duration: 6 hours

Number of participants: 20 persons

Subject:

- discussion about object programming
- variables, types
- loops, conditionals
- we will write our first console programme, display the text, simple arithmetic operations
- discussion of class and methods
- Windows Forms, we will design an application appearance

4. **Game programming workshop for children : Workshop with Minecraft. Design your own game.**

Duration: 3 hours

Number of participants: 2 groups 15 persons each - altogether 30

Subject:

- working with prefabs and Unity components
- let us make our own Minecraft but differently - on the basis of Minecraft models we will create a completely different world , different game using different techniques
- the aim of the workshop is to familiarize children with the most popular game engine
- participants will have an opportunity to increase their spatial thinking abilities.

### Promotion

Within the frame of the workshops we have planned to create a project dedicated space on our website, as well as promotion in social media (Facebook, LinkedIn, Instagram), additionally creation of posters and leaflets promoting our series of meetings. Promotional materials, hashtags will be consulted after the proposal is given positive approval. Information about the project will be sent to Polish high schools, our patronage classes ,Media School Foundation, Zustricz Foundation. Registration for workshop is free of charge and may be done through a dedicated Evenea platform. Order of applications will be obligatory, with priority given to Ukrainian children and youth. Organizers will provide for flawless and ongoing communication with the registered participants. Since participants are underage , the Organizer will oblige parents and care takers to provide a written permission for participation in the workshops.

### Schedule of activities (month, day, hour)

Schedule	Hour	Workshop
Tuesday:		
09.08.2022	10:00-15:00	Computer workshop: First steps in Visual Studio
16.08.2022	10:00-13:00	Entrepreneurship workshop: First step on your career path
23.08.2022	10:00-13:00	Game programming workshop: Workshop with Minecraft. Design your own game
30.08.2022	11:00-13:00	Creative workshop: The Tower of Babel
06.09.2022	10:00-15:00	Computer workshop: First steps in Visual Studio
13.09.2022	11:00-13:00	Creative workshop: The Tower of Babel
20.09.2022	10:00-13:00	Game programming workshop:

		Workshop with Minecraft. Design your own game
27.09.2022	10:00-13:00	Entrepreneurship workshop: First step on your career path

**Planned participation ( total number of children form whom you may plan activities)**

Taking into consideration effectiveness of the workshops for the participants, after extensive consultations with the trainers we suggest that following numbers of participants take part in each of the workshops:

1. Entrepreneurship workshop: First step on your career path – 20 participants - youth; 13-17 years
2. Creative workshop: The Tower of Babel – 20 participants - youth; 13-17 years
3. Computer workshop. First steps in Visual Studio – 20 participants - youth; 13-17 years
4. Game programming workshop: Workshop with Minecraft. Design your own game: 2 groups x 15 participants (in 2 separate game labs, simultaneously) - 30 children; 7-12 years

Planned participation – in total 180 persons\*