

A stylized teal rocket logo with a bird-like shape at the top and flames at the bottom, positioned on the right side of the slide.

ROCKET

Synchronous Session 1:
Introduction

An Erasmus+ Higher Education Cooperation Partnership
Göttingen University, Uppsala University, Groningen University

Getting to Know Each Other

When you enter, please type the following in the chat:

- My name is _____.
- My pronouns are _____.*
- I am logging in from _____.
- My university is _____.
- Read the Card for Connection and fill in the blank:
 - “If I had unlimited creativity and support, I would _____”

*Consider including your pronouns with your name on Zoom:

Participants → Your name → Rename



If I had
unlimited
creativity &
support,
I would ____.

Image courtesy of Erin Hickok.
Cards for Connection available at
[Gamesforhumanity.com](https://www.gamesforhumanity.com)

Community Group Norms



Please mute your microphone when not speaking



Post questions in the chat

Or



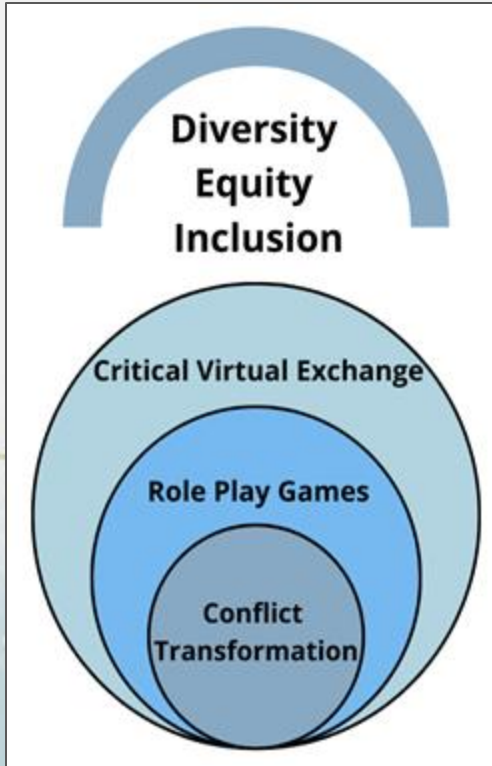
Virtually raise your hand

- Feel encouraged to **share** your thoughts
- **Participate** as fully as possible
- **Be Respectful:** Listen actively, avoid interrupting, and keep comments constructive and kind

Outline

- Welcome
- About the course
- Getting to know each other in breakout rooms
- Questions in the main room:
 Studium/tech tools, Course content, other

Welcome to the course



- The facilitators
- The 4 Core concepts: DEI, CVE, RPG, CT
- Interrelated, mutually supportive
- Course for **teachers**, also courses for **students and administrators**
- Multimodal
- Available as OER in 2026

Course schedule: core modules

Week 1. Introduction: March 30 - April 3

Sync session 1: April 1, 10:00-11:00 - Introduction.

Week 2. Conflict Transformation, Role-playing Games Part 1: April 6 - 10

Sync session 2: April 10, 10-11:30

Week 3. Critical Virtual Exchange, Diversity, Equity, & Inclusion: April 13 - 17

Sync session 3: April 17, 14:00-16:00

Week 4. Conflict Transformation, Role-playing Games Part 2, Core Completion: April 20 - April 24

Sync session 4: April 24, 10:00-11:00

Extension modules

Week 5. DEI extensions: April 27 - May 1

Week 6. Deepening into CT / RPG extensions: May 4 - May 8

Sync session 5: May 8, 10.00-12:00

Week 7. RPGs in Education / CVE Planning: May 11 - May 15

Week 8. Conflict Transformation - Power and Diversity, May 18 - May 20

Sync session 6: May 18, 10-10:45

Week 9. RPG Facilitation / CVE / Outro, May 22 - May 29

Small group sync session 7: (Based on your group schedule).

Sync session 8: May 29, 10.00-11.00 - Outro

Getting to know each other

In breakout rooms:

1. Introduce yourself (name, pronouns, institution, role)
2. What interests you most about taking this course?
3. How might the themes be relevant in your teaching context?
4. What are you wondering about?

Notes:

The breakout rooms will close automatically at the time limit.

There will be a warning before the limit.

You can see the questions in the chat.

You can raise a virtual hand if you need a facilitator.

Questions

In the main room

Are there any questions/comments about:

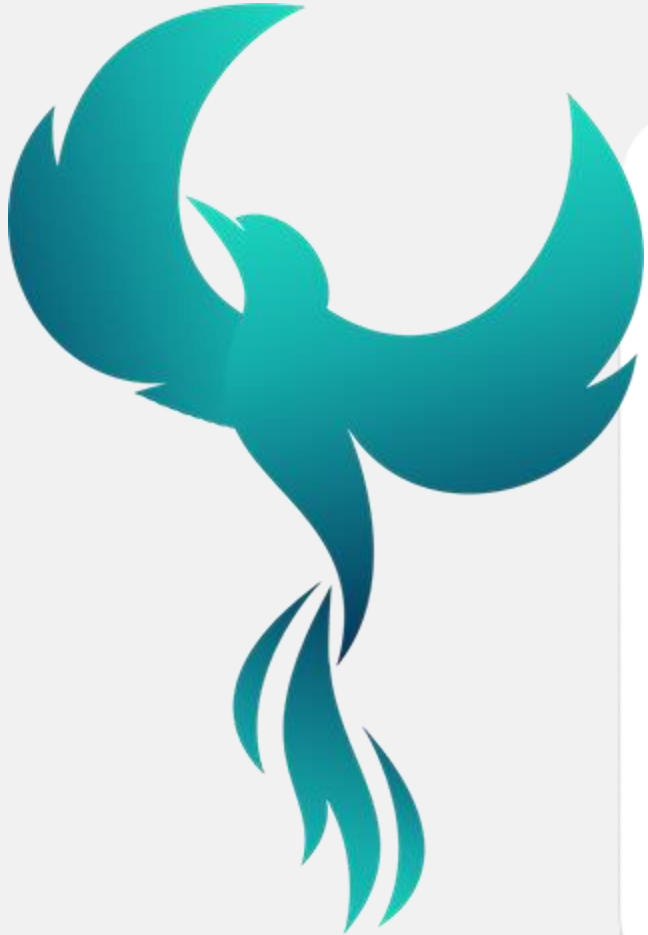
- The Studium platform or other tech questions
- The course content
- Anything else?

Next topics and sync session

Topics

- Conflict transformation
- Role playing games

Sync session: April 10, 10:00-11:30



Thanks!

www.rocket-erasmus.eu