Erasmus program summary

 The Hastekasen youth exchange had quite an extensive and intriguing program. The youth exchange was 12 days long, with two (and a half) travel days included (for our group).

 The first day was about getting used to the surroundings, the tasks about the farm, the food, and most importantly getting to know the participants from the other countries, and the people who had already been on the farm for a while, because they were participating in EVS. It was very interesting to meet these people from various countries, and to experience the life in a place like Hastekasen.

 The second day was an introduction to the upcoming three days of LARP (live action roleplay). There were workshops, about the roleplay aspect, the rules that ensured that immersion would not get broken, and the safety procedures that controlled the combat so that there would not be any serious injuries. These were needed, as even foam weapons can cause injuries, if they are handled irresponsibly. Like thrusting into players’ stomachs, or poking someone’s eyes out for example.

 The next three days were similar to the second one, with the difference that the participants were gradually led through choosing a group and making characters. On the fourth day the participants also started to move into their groups’ respective camps, and on the fifth day most of the swedish larpers arrived. The fourth and fifth days were also when we had meetings in our chosen groups.

 The sixth, the seventh and the eight days were the days for the LARP, which didn’t have a strict schedule. (Only the wedding that started the story, and one ritual, wich was performed on the night of the full moon had a given time)

 On the ninth day, the non-swedish participants got into costumes for the last time, and we traveled to a nearby town to perform a flash mob, and to spread information about the project.

 The tenth day was all about reflecting on the project and the larp, about our best and worst experiences, and how we felt during the project.

 The eleventh day was a travel day, but for multiple groups who traveled in the afternoon, it was some great free time to spend by the beach.

 For our group, the travelling was a bit unusual, as we had to wait one more day for our flight, so we had an almost full day in Gotheborg. (From the afternoon of the eleventh day, to the morning of the twelth).

 In the end, the project had a packed schedule, with meeting new people, getting to know life on Hastekasen, handicrafts, amazing costumes, and three days of larp. But even though we didn’t have much free time, the project was simply captivating, and offered something interesting even for people who had radically different passions.