



## PREPARATION FOR LARP EXPERIENCE

### Key message/Summary

A live action role-playing game (LARP) is a form of role-play where students/young people physically act in outdoor live action game, where they need to take the character and life of another person. LARP (Ligfe Action Role Play) enables real simulation experience with test on how and when personality changes under the new circumstances and/or situations.

Envisioning the roles of other personalities can be transformative, In this way students strengthen their sensitivity and the ability to empathize to others.

Module	Group size	Group age	Duration
• Prevention	• small	• 16 - 19 • 20 - 24	• 1 hour

### Purpose

- identification of triggers, critical areas and level of susceptibility for suggestions;
- identify areas in which individual needs more support and integration.

### Participants

n.a. (but could be an option for dropouts, for immigrants, young male etc.)

### Description

#### Step 1:

- Option 1: trainer arranges one or two days of outdoor experience in co-operation with one of national/regional LARP provider.
- Option 2: trainer can set his own LARP game (together with co-workers) based on preparatory training for creating scenario and learning environment with clear sets of outcomes (LARP activities must be precisely described and monitored).

**Step 2:** include introduction to LARP experience. Learners need to get more information about LARP game and the aim of their participation. Together with trainer they go through characters and then choose those one, which will meet the most their personal goal (eg. to become more determined or more principled, to be a fair leader, etc.) and have enough challenging tasks/personality triggers. In this step they also learn more about game and timetable of their LARP day.

**Step 2:** Each learner needs to study for one/two weeks to prepare himself/herself for a new role. He/she needs to learn more about characters' life, social status, his/her personal characteristic and their role in the community.

**Step 3 (after few days/weeks):** take part in a LARP play. The game should be designed in the way that test ones survival instincts, social and communication skills, thoughtfully functioning empathy and the ability to work out rules for the greater good.

Trainer(s) are at that time in the role of observer(s) and write report of LARP individual profile in team with psychologists, social workers, or therapists.

#### **Step 4: Evaluation part**

First part includes self-assessment of learner as well. Second part includes presentation and interpretation of the results from LARP's individual profile.

### **Materials needed**

LARP program with scenario, LARP internal material for studying the role, LARP profile report, laptops or computer for presentation of the results

### **Methodology**

Explanation, preparation, demonstration, role play, evaluation.

### **Advice for Trainer**

**Option 2** takes a lot of preparation and study of the LARP programme to achieve the objectives and to anticipate potential complications and solutions which game can bring up. If trainer decide to set his own game, he will need to find also a team of co-workers and lead them. Co-workers should be other trainers with different skills and knowledge (social work, psychology, pedagogy, mediation, etc.).

Step 2 (preparation) should include at least few days/weeks preparation of study and trainings. More time is available, better it is. Secret mission of trainer(s) is to observe their learners and to identify those with potential to tracking a particular ideology or behave more aggressive. If LARP program does not include profile report, trainer(s) needs to prepare their own one. More about LARP play you can find on :

<http://www.larping.org/larp-definition/>

or [https://en.wikipedia.org/wiki/Live\\_action\\_role-playing\\_game](https://en.wikipedia.org/wiki/Live_action_role-playing_game)

also available in partners' countries:

Austria: <http://www.viecc.com/en/highlights/fan-groups/LARP-community/>

Germany: <http://www.larping.org/tag/german-larp/>

Ireland: <https://www.meetup.com/Nordic-Progressive-Larp-in-Britain-and-Ireland/>

Slovenia: <http://larpslo.si/>

Slovakia: <https://www.facebook.com/LARPyNaSlovensku/>

Netherlands:

[https://gamesnstuff.com/cms/index.php?option=com\\_content&view=article&id=317:terra-x-new-dut](https://gamesnstuff.com/cms/index.php?option=com_content&view=article&id=317:terra-x-new-dut)

ch-larp-event&catid=66:terra-x-english-translation

Greece: <https://www.facebook.com/LARPGreece/>

## Source / Literature

Original material developed for the purpose of the YCARE project.



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