



**Interests for Larp; Sweden**  
[www.lajvsverige.se](http://www.lajvsverige.se)

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**2004-2006**  
**Development of production**  
**modes for**  
**interactive real-experience games**  
**- IREG -**

**II.1 Name of the project:**

**Development of production modes for interactive real-experience games – IREG -**

**II.2 Description:**

**The primary goal of the project** is to establish an international discourse of interactive real-experience games focusing on the core of the art and how it has been expressed in the participating countries. The focus of the project is to identify the potential of IREG and develop and improve national and international modes of producing IREG.

**In 2004 and 2005** the participating organizations and societies will visit one or more of each others IREG-productions. There will be given opportunities to study how the host has approached the challenges encountered, covering the art of fiction, economy and logistics.

**In the early spring 2005** all participating organizations will be invited to the educational IFL-project "Ice-halls of Damidion" which will take advantage of northern Sweden's climate to create an unique setting made of ice for the IREG.

The goal is to inspire and practically guide participants of how to make ambitious ideas reality.

**In the spring 2006** IFL will host a seminary with all participants invited to present and further discuss the development of IREG in the future and its possibilities as bearer and interpreter of European culture.

The seminary will also discuss the special benefits of international exchanging programs for the settings of a production.

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**IFL**

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[Little about us, and information about the coming project]

### **Greetings European neighbors!**

We are a Swedish society named IFL (Interests For Live role playing). Our main objective is to encourage and support so called "LARP" or as we call it Interactive real-experience games, IREG. We found ourselves disturbed by the fact that a lot of societies were abandoned and too many productions were canceled.

We state that live role playing is a dynamic and valuable form of art with many uses stretching between education and entertainment.

**We are now launching a European Culture program**, supported by the EU Commission as part of their ambition to support new forms of culture in Europe. To qualify to their standards **we must find partners in at least five countries** in the EU, EU-aspirants or EES. Each partner must also support the program with at least 5% of the total budget. This cooperation must be confirmed and signed by paper sent in before the 15<sup>th</sup> November 2003, so we are really in a hurry.

### **Your organisation/society is hereby invited to this program as a partner!**

We want to come visiting your IREG production during 2004 or 2005 and we want to invite you to come to our production "The Ice-hall of Damidion" in 2005, which will take place in a setting made of real ice! The program will be summarized in 2006 when the IFL hosts a seminary on IREG-production and the benefits of international exchange.

### **How can a small organisation afford this opportunity?**

We must get support from the Commissions aid program. If we do get it, this support will cover **all expenses** for travelling and lodging when you are visiting the other countries IREG-productions.

Your 5% of the total budget that are demanded, how do you pay them, then? It is easy: you pay your part by making your own IREG-production, as we pay ours by making ours by the "Ice-hall of Damidion", as long as your projects budget equals at least 5% of the programs total budget. Note that it is not a problem to have external financing on your project, like letting the participants/visitors pay or by any other sponsoring you can find.

This means that if you are **already planning projects during 2004, 2005 and 2006 you have your pay done** by that! There is no extra expense or risk involved, even if the Commission would reject our application.

### **Foreign participants are a resource for your production!**

In many IREG-settings diversity in culture, language and even races are popular themes that creates the dynamics of the scenario and plots. These problems are usually arranged by hard work that will be very easy with foreign participants. This offers a great opportunity to get extra depth to your setting, besides the benefit of having ambitious groups of participants asking to visit your production.

## **Economy for the program: Development of production modes for interactive real-experience games – IREG –**

We will apply for an annual support of 50.000 Euro during 2004, 2005 and 2006. That annual amount may not exceed 60% of the programs total budget for each year, which means the budgets total is almost 84.000 Euro per year of the program. This leaves about 34.000 Euro each year that all of the participants must invest in projects each year.

Furthermore the Commission demands, as said before, that each participant contribute to the program with at least 5% of the budgets total each year. 5% is about 4.200 Euro per year for three years. Again, the 4.200 Euros may be incomes from your IREG-production which you would have anyway, right? It is important though that the projects within the program can not generate gain, incomes and expenses must be equal.

**What is in this for you** is that for the 4.200 Euro you invest in a project each year the program will support your project with up to another 4.200 Euro giving you additional resources and with them new possibilities. **The program will also pay for the expenses we have for traveling and lodging** when we visit your production, and yours when you visit other events within the program.

You therefore need to make a pattern budget for the three years of the program, 2004, 2005 and 2006 with at least one IREG-production per year and with at least a 4.200 Euro budget each. This pattern budget must on a large scale show the income and expenses you expect to have, but must of course not be worked out in detail yet. This pattern budget for the coming three years you must send to us. You must also give each project, that is each event, a name.

## **The program in practice: Development of production modes for interactive real-experience games – IREG –**

**What is the big picture, then?** How is it going to work in practice?

### **Organisation of the program**

The program will have one program head manager, in this case the IFL of Sweden. The head manager will conduct all necessary contacts with the commission and other authorities concerning the program, naturally including chasing after forms and get them filled in by the right persons. The head manager of the program will also handle the distribution of the granted economic means.

It is also the IFL as head manager of the program that will make the largest economic effort. Each participant must contribute as said before 5% of the budgets total each year, but IFL will cover up to the necessary 40%. That means 20% with the minimum number of partners. We are well able to handle that as the IFL is a network organisation for Swedish IREG-societies and our members do already produce well above the requested events in both numbers and size.

The IFL will also host the seminary in 2006. The seminary shall evaluate the program and its accomplishments and discuss the phenomenon of IREG and its potential. Hopefully we all have learned something useful from the others modes of producing IREGs and now have ways to strengthen and develop the young art form we claim IREGs are, and gain wider understanding for it as such.

### **The co-organisers**

The other participants are co-organisers in the program with a more limited responsibility. The co-organisers have two tasks to solve;

First of all they are to produce at least one IREG-event per year for the coming three years, 2004-2006, with an annual budget of at least 4.200 Euro from sources external from the program. This may as well be a several smaller events with a total annual budget of at least 4.200 Euro. These events are to be open for exchange within the program.

Second; the co-organiser is to arrange for the lodging necessary for the foreign visitors from the program. This includes local transportations if needed. It is likely that the local organiser is the one best suited for the task. Note though that the program will pay for both travel and lodging for visitors and the local co-organizer do not need to pay for it, just make sure it works accordingly.

## Checklist for joining the program:

If you want to join this program, there are some things that must be done quickly. Remember that all papers from all participants must be signed in mid-november.

For a start there are two papers you must sign:

- **Sign the aid agreement from the commission:** Each of the participants must guarantee that they are serious about being part of this program and that they guarantee at least 5% of the budget. The document must be actually signed. (This document will be sent to you if you want to join the project)
- **Sign the agreement contract between the organisations:** Each of the participants must agree on what responsibilities and benefits they have respectively. The document must be actually signed. (This document will be sent to you if you want to join the project)

Confirm early so we can send these two contracts, to be signed.

## And what more do we need?

1. **The regulations of your organisation:** One copy of your organisations regulation, so the commission can know that you are an existing organisation. If you do not have a regulation you can write a description of your organisation as confirmation.
2. **The annual report of your organisation** If you have been an existing organization for several year, you must send in an annual report or any other document to confirm your organisations economical ability to fulfill the agreement.
3. **The pattern budget** for the planned IREG-productions for the years 2004, 2005, 2006. Each year must have at least 4.200 Euro in expenses and income and each project must be named separately.
4. **Approved statement of account** for your organisation, the most recent. If your organisation is newly formed and does not have an approved statement of account then you shall send in your current accounts for this year.
5. **List of qualifications and merits** for the organisations responsible projects manager for the program.

***You will get all necessary documents** that are required for your joining the Development of production modes for interactive real-experience games – IREG – program as soon as you have confirmed your intention to take part!*