



International Conference for Psychodrama with Children and Youth Budapest

Budapest, Hungary 26th-28th of September 2018

OUR COMMON LANGUAGE: SYMBOLIC PLAY

The Conference will take place in downtown Budapest, a youthful, energetic, spectacular city, one of the major tourist attractions in Europe.

The Conference will start on Friday (26th), 17.00, and end on Sunday (28th), 13.00.

Presentation of the topic

Moreno developed his psychodrama method based on his experience playing with street children in Vienna. He observed the huge positive effect of symbolic play on the kids as they turned into a king, or queen in the "magic world". Children Psychodrama communicates with children in the language of play, action, and helps them to get into contact with each other, to increase their self confidence, free their creativity, leading to self healing. Moreno took inspiration from the originality, spontaneity, creativity of the children and elaborated his method for adults.

The specific method for Children Psychodrama has been developed in the last two decades by several schools around Europe. Recently, interest in the method grew rapidly, starting an international cooperation. We are about to organize an overview, a meeting of experienced colleagues and schools to discuss what is common and what is different in our methods, talk about the theory behind them, understand the role of leaders, and elaborate methods to measure the therapeutic effect.

We invite all interested, in the hope of everybody's enrichment when talking our common language and working together.

Call for papers

We would like to invite all children psychodramatists to present a workshop/ presentation/ lecture/ poster. Request deadline is 1st of June. Requests are considered by the Program Committee before July 1st 2018.

Our special lecturers will be Alfons Aichinger and Hanna Kende, whose methods are widely used, and whose books about Children Psychodrama have recently been published in English.

More information: www.childpsychodramabudapest.hu

