

## What is the purpose of the Via Experientia Scholarship Fund?

Its purpose is to encourage the participation of people living or working in Europe who are involved in experiential education but who cannot afford to attend the Via experientia long-term training programme and who would benefit by taking part.

## How does the Via Experientia Scholarship Fund work?

- The whole process is based on trust.
- The Fund is financed out of the fees paid by other participants.
- The Fund can award scholarships of up to 40% of the main fee.
- During the course we expect that applicants are willing to share their expertise. To be able to do so it is necessary that they are able to communicate in English.
- Applicants should apply by email following the guidelines below.
- Applications will be read by a trainers team.
- Decisions are usually made within two month before the Via experientia long-term training course starts.

## How do I apply for a scholarship?

You should apply by email with your response to these questions and requests:

- Have you received an award from the Scholarship Fund in previous years? If so, please state which years.
- How did you hear about Via experientia long-term training programme?
- Please describe your experience in 'experiential education'.
- Why are you asking for sponsorship?
- Please describe your economic circumstances.
- Please describe what contribution you would like to make.
- How do you expect to benefit from taking part in this Via experientia long-term training course?
- What are your plans for the future in this field?

Send your application by email: [training@viaexperientia.net](mailto:training@viaexperientia.net)

## When should I apply for a scholarship?

The deadline for applications for scholarships is *10th of July, 2024*. You are encouraged to apply *well before this deadline*.

## What if I have questions?

If you have any questions about any of the above, please get in touch with us by e-mail: [training@viaexperientia.net](mailto:training@viaexperientia.net)