

social 10th NEWSLETTER

E-Playing in Social Entrepreneurship

Discover!

"REPORT ON PROGRAMMES AND MEASURES TO JUMPSTART THE SOCIAL ENTREPRENEURSHIP IMPLEMENTATION ENDEAVOR IN YOUTH"

The document is both a strategic guide and a practical resource for fostering social entrepreneurship among young people in Europe, with a strong emphasis on education, collaboration, and innovation.

It is a comprehensive report that serves multiple purposes:

Youth Empowerment through Social Entrepreneurship: The primary purpose of the document is to support and promote social entrepreneurship among young people across several European countries. It seeks to equip youth with the necessary skills, knowledge, and tools to engage in social entrepreneurship, with a particular focus on leveraging social innovation to address societal challenges.

Training and Educational Framework: The report also aims to develop a structured educational framework, including the creation of a training curriculum and a serious game platform, designed to enhance the entrepreneurial skills of young individuals. The objective is to provide a practical, engaging, and interactive learning experience that can better prepare youth for real-world social entrepreneurial activities.

Collaborative and Innovative Approaches: The report emphasizes the importance of cross-sector collaboration, digital tools, and innovative methodologies such as gamification to effectively engage youth in social entrepreneurship. It seeks to foster a supportive ecosystem where young people can thrive as social entrepreneurs.

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