Co-funded by the
Erasmus+ Programme
of the European Union

3ʳᵈ NEWSLETTER

E-Playing in Social Entrepreneurship

The E-Social Project and its progress

The E-Social Project is a 24-month project funded by the Erasmus+ Programme of the European Commission through the Italian National Agency (IT03 Agenzia nazionale per i giovani). The primary objective of the project is to raise awareness among young people about social entrepreneurship by offering various training programs and dissemination activities that equip young individuals with essential skills and knowledge in the field of social entrepreneurship.

The primary target audience for this project is young people 18-30 years old, and its goal is to provide them with the necessary competences and knowledge to understand and engage in social entrepreneurship. The project aims to develop innovative pedagogical techniques using gamification to teach social entrepreneurship to young people. It will create training materials and a serious video game to facilitate learning.

The project focuses on gamification techniques, where participants can learn social entrepreneurship concepts by playing and interacting digitally with their peers. A serious video game is already designed and being developed with varying levels of difficulty to cater to participants with different skill levels. This game with the name E-SOCIAL will be available free of charge to download and use. Also, all educational materials developed as a basis for the game will be hosted on the project website: https://e-socialproject.eu.

Below we can see the general introductive design of our interactive, immersive, and educational serious game.

The expected outcomes of the project include the development of entrepreneurial skills among young people, the creation of innovative digital tools for social entrepreneurship education, empowerment of youngsters to start their own social enterprises, and support in reducing unemployment in European countries.

Completed and Latest Activities

The project has already completed several activities, including mapping the entrepreneurial competences of young people, designing the structure of the serious game and the platform, developing the curriculum, and translating various project documents.

The current phase of the project involves the creation of the content for the serious video game. This content will be based on the six developed modules with various types of questions through six scenarios per module and visual elements to enhance engagement and understanding among participants.

The six modules that E-Social is based upon are the following:

1. Social Entrepreneurship Definition and Connection with Social Cohesion Needs.
2. Critical Thinking and Problem Solving.
3. Evaluating Evidence and Making Informed Decisions.
4. Acceptance of Diversity and Teamwork.
5. Understanding Industry and SWOT Analyses for Social Entrepreneurship.
6. Business planning and financial management.

The project aims to provide an enjoyable and modern learning environment that leverages technology and gaming elements to motivate and engage young people in topics related to entrepreneurship and social entrepreneurship.

Next Steps

- Finalization of the training resources.
- Uploading the training material on the E-Social website.
- 3rd Transnational Meeting in Limassol, Cyprus on January 22nd and 23rd 2024.
- Finalization of the E-Social interactive game.
- Announcement and promotion of the piloting of the interactive game.

Partnership:

https://e-socialproject.eu

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