

# social 5<sup>th</sup> NEWSLETTER

## E-Playing in Social Entrepreneurship

### The E-Social Project and its progress

The E-Social Project, funded by the Erasmus+ Programme and managed by the Italian National Agency for Youth (IT03 Agenzia nazionale per i giovani), represents a significant step in promoting social entrepreneurship among young Europeans. With its focus on the 18-30 age group, this project is designed to impart essential competencies and knowledge about social entrepreneurship, a field that's increasingly relevant in today's socio-economic landscape.

A breakdown of its key components and objectives follows:

1. **Target Audience:** The project is specifically aimed at young adults aged 18-30. This demographic is crucial as it includes individuals who are either in higher education or are recent graduates, often seeking career paths or entrepreneurial opportunities.
2. **Educational Approach:** A standout feature of the E-Social Project is its use of innovative pedagogical techniques. The incorporation of gamification in learning is a modern approach that can significantly enhance engagement and retention of knowledge among young people.
3. **Development of a Serious Video Game:** The project plans to develop a serious video game focused on social entrepreneurship. This interactive tool is expected to serve as an engaging and effective medium for teaching complex concepts in a user-friendly manner.
4. **Creation of Training Materials:** Apart from the video game, the project will also develop various training materials. These resources are likely to include guides, tutorials, and interactive content that can be used both within formal educational settings and for self-learning.
5. **Expected Outcomes:**
  - **Development of Entrepreneurial Skills:** By engaging with the project's resources, young people are expected to develop vital entrepreneurial skills, particularly in the context of social enterprises.
  - **Innovative Digital Tools for Education:** The project aims to create cutting-edge digital tools, setting a precedent for future educational programs in social entrepreneurship.
  - **Empowerment in Starting Social Enterprises:** One of the key goals is to empower young individuals to initiate their own social enterprises, contributing to social good.
  - **Addressing Unemployment:** By fostering entrepreneurial skills, the project indirectly aims to combat unemployment, especially among the youth in European countries.



## 3rd Transnational Meeting in Limassol, Cyprus

The 3rd Transnational Partners' Meeting for the E-Social Project, which took place on January 22 at Magnetar's offices in Limassol, Cyprus, represented a crucial juncture in the project's development. Set against the scenic backdrop of Limassol's coastline, this meeting brought together various project partners to review progress and chart the next steps.

A key focus of the meeting was to assess the progress made in different aspects of the project, such as the development of the E-SOCIAL video game and the creation of educational materials. This review was critical for understanding where the project stood and what needed to be done moving forward. Additionally, the meeting served as a platform for planning future activities, an essential process in keeping the project on track with its goals and deadlines.

An important aspect of the meeting was the presentation of work packages by each responsible partner. This presentation provided valuable insights into the contributions of each partner, highlighting the collaborative efforts underpinning the project. Through these discussions, an action plan was developed for the completion of all project activities. The meeting concluded successfully with the assignment of project tasks to each respective partner.



## Completed and Latest Activities

The progress and recent activities of the E-Social Project highlight its innovative approach to teaching social entrepreneurship through gamification. Here's an overview of the key developments and current focus areas of the project:

### 1. Development of the E-SOCIAL Video Game:

- **Game Design:** The project has made significant strides in designing a serious video game named "E-SOCIAL." This game is tailored to teach social entrepreneurship concepts in an engaging and interactive manner.
- **Difficulty Levels:** To accommodate a diverse range of participants, the game features varying levels of difficulty. This thoughtful design ensures that individuals with different skill sets, and knowledge levels can benefit from the game.
- **Availability:** A notable aspect of the E-SOCIAL game is its accessibility. It will be available for free download, making it widely accessible to the target audience.

### 2. Educational Materials:

- **Development:** Alongside the video game, the project has also focused on creating educational materials that form the foundation of the game's content.
- **Hosting on Project Website:** These materials, crucial for understanding the game's concepts, will be hosted on the project's official website, <https://e-socialproject.eu>, ensuring easy access for learners.



### 3. Current Phase – Content Integration in the Game:

- **Content Based on Modules:** The current phase involves integrating educational content into the video game. This content is structured around six developed modules.
- **Scenarios and Questions:** Each module comprises 5-6 scenarios, with various types of questions designed to test and reinforce learning.
- **Visual Elements:** To enhance engagement and facilitate better understanding, visual elements are being incorporated within the game.

### 4. Translation into Partner Languages:

- To broaden its reach and impact, the modules and game content will be translated into all partner languages. This multilingual approach is crucial for ensuring inclusivity and accessibility for participants from different European countries.

## Next Steps

- Finalization and translation of the E-Social interactive game.
- Training of Trainers in Italy on April 8th - 12th 2024.
- Training of Learners in Greece on May 27th – 30th 2024.

### Partnership:



<https://e-socialproject.eu>

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