

Newsletter #1 September 2022

## E-VENTURE

 E-Venture  eventure7



**Promoting Youth Entrepreneurship with fewer opportunities in Europe**

(01/01/2022 – 31/12/2023)

### Project Coordinator:

Fundació Privada Eveho (Spain)

### Partners:

- S.C. Predict CSD Consulting S.R.L (Romania)
- Arsis Association for The Social Support Of Youth (Greece)
- LiberaMente (Italy)



*e-Venture Activities*

## PROJECT INFORMATION

A new KA220 - YOU Cooperation partnership project in youth for the promotion of youth entrepreneurship, two Results will be developed in order to favor the social entrepreneurship of young beneficiaries with fewer opportunities in the European Union, through NICT.

- **R1. e-VENTURE Training Course.** This Result will offer a series of contents, resources, tools, activities, and methodologies oriented to professionals in the youth field, in order to facilitate the accompaniment of young people in their process of creation and implementation of business ideas. The course will contain four training modules oriented to this effect:

1. Introduction to social entrepreneurship,
2. Entrepreneurship methods,
3. Gamification tools for entrepreneurship
4. Coaching for entrepreneurship.

Upon completion of the course, the young professional beneficiaries will acquire the knowledge, competences and skills to achieve this objective, which is key to ensure their participation in the subsequent phases of the project.

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"To promote entrepreneurship of young people with fewer opportunities in the EU, through gamification methodologies and new Information and Communication Technologies".

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- **R2. e-VENTURE Gamified Experience.** Through a digital gamification experience, young beneficiaries with fewer opportunities will have the opportunity to receive training in entrepreneurship by accessing the official website of the project through their mobile devices or computer. This gamification experience will be a video game in "Escape Room" format that will contain four different rooms:

1. Chamber of Knowledge,
2. Skills Room,
3. Sustainability Room
4. Action Room.



Awarding of certification of completion of the training course



Presentation during training course

examples of team building activities.

On the third and last day of the training course (16/09/22) the participants had sessions on communication, defining priorities, and 100 tasks where they received tools in the form of examples of communication and prioritizing exercises and were introduced to the 100 tasks venture building model.

During the last day there was a meeting regarding the guideline and Result 1, where it was agreed that the partners need to review the content created so far, and give individual feedback for the authors to work on. This subject will also be discussed more in depth in a future meeting between the partners, where the date for the next meeting in Greece also will be settled on.

## E-VENTURE TRAINING COURSE

SAN GIORGIO ALBANESE - ITALY (13/09/22-17/09/22)

The participants and coordinators for the training course arrived in beautiful San Giorgio Albanese on September 13th and 14th ready for three days of learning about entrepreneurship in rural areas and how inspire young people from these areas to engage in entrepreneurship. The training course were built on the guideline (Result 1) and the appendices 1-16 containing the tools and further information.

The schedule of day one (14/09/22) started out with some practical information on the course and the project in general. There were sessions on social entrepreneurship, necessities for the individual country's rural village, community and youth, targeting and customer, and the user customer journey. On the first day the participants were presented with tools such as the Empathy Map, the User Persona, and the Customer Journey Map.

The schedule of the second day (15/09/22) started with a recap of day one and a presentation of the program for the day. The participants had sessions in business model canvas, soft skills, the barriers to create business in rural areas, Risk and opportunity analysis, brainstorming, market and target, and team building. This day provided the participants with tools to create a Business Model Canvas, a Personal Business Model Canvas, SWOT analysis, Cross SWOT analysis, and PESTEL analysis, different methods of brainstorming as well as