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DIGITAL ENTREPRENEURSHIP FOR YOUTH

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WHO ARE WE?

"GameON: Overcome youth unemployment through digital entrepreneurship" is an Erasmus Plus project which aims to help young people overcome unemployment.

Due to the COVID-19 crisis, the young people of the EU are one of the categories at higher risk of unemployment: GameON aims to overcome this issue by providing them with the necessary skills and knowledge to become entrepreneurs in the digital sector.



OUR OBJECTIVES

- Promote entrepreneurship among young people, offering them an alternative to unemployment;
- Support young people in their career development, providing them with training in digital business in an innovative way;
- Encourage youth to create their entrepreneurship opportunities, be creative, and aim to achieve their goals and business ideas;
- Provide youth educators, youth associations, and job centres with didactic materials and tools to use in educational environments;
- Involve youth organizations, youth educators and policy makers, and gather their knowledge and feedback to improve GameON outcomes.

WHAT WILL WE DO?

Many times, young people do not believe entrepreneurship could be a path they can take, because of the many obstacles to start a business.

GameON will teach them how to become entrepreneurs, focusing on the digital sector, an area where young people have a competitive advantage, being born in a digital environment.

We will:

- Develop an innovative & practical training program in form of a Simulation Game for digital entrepreneurship;
- Create 4 scenarios ready to use by youngsters to develop entrepreneurial and digital business skills;
- Train 15 youngsters on digital entrepreneurship using our game and materials;
- Create digital entrepreneurship guidelines and tools as supportive didactic material for teachers, youth associations, and job centres.