



“INSPIRE- Innovative Serious Play for Identifying your Role in a Social Entrepreneurship” project is aiming to INSPIRE empower young people between 18-24 engage with Social Entrepreneurship, create teams found their companies, through an innovative toolkit a psychometric serious game.

www.inspireyouth.eu

THE INSPIRE PROJECT

Nowadays, importance of Social entrepreneurship for economic development is widely recognized. 2019 OES report provides strong evidence that young people (15-24) in Europe are struggling to find work. 15% of them are unemployed while in some countries this rate peaks over 30%. “The map of social enterprises their eco-systems in Europe” (2015) highlights main constraints of starting scaling up a social enterprise; lack of entrepreneurial spirit, managerial skills, lack of viable business models, difficulties in accessing markets. ESM (Europe Startup Monitor) reveals that young people try to overcome all above challenges by forming teams (over 79% of founders started as a team).

INSPIRE project proposes that success key for a new Social enterprise is TEAM. The formation of a team with complementary skills, competences roles before starting as well as engagement of new members during its scale-up are essential. Thus INSPIRE project emphasizes in developing a toolkit for assessing skills competences as well as personality career characteristics of young people (age 18-24) empowering them to develop efficient teams.

The partners, Challedu- inclusion | games | education (Greece), Media Creativa 2020 (Spain), Family Support Center (Greece), Citizens in Power (Cyprus), aim to deliver a series of tools aiming to give young people the opportunity to create effective teams before starting a social or other initiative.

The tools created during the project are:

- O1- Methodological guide of INSPIRE project
- O2- Learning training guide for career development psychometric methods
- O3- Learning training guide for viable Social Enterprises business models addressing challenges based on SDGs (Sustainable Development Goals) for effective use of Social Medias.
- O4- Innovative psychometric Serious Game that will assess the skills, competences, personality of players. The scope is players to get aware of themselves identify role they can play in a team of a Social Enterprise.

During the project young people and youth trainers as well as other relevant professionals will get involved in the development, the assessment and use of the tools.