

NEWSLETTER

‘Eco-SE-E-lab’ INTERACTIVE WEB PLATFORM

Dear BC4ESE Community,

We are thrilled to share with you the latest progress on the European project BC4ESE. Our dedicated partners have been diligently working on the development of the O3 Interactive web platform, Eco-SE-E-lab.

Eco-SE-E-lab is envisioned as a comprehensive collection of 18 gamified educational modules, all available in English. These modules will be accompanied by a user handbook and a recognition of learning outcomes model, allowing participants to gain a certificate upon completion.

We have a specific target group in mind for this output—250 youth practitioners who are eager to incorporate these valuable resources into their daily routines. The intention behind O3 is to provide a platform that empowers these practitioners with the tools and knowledge needed to make a positive impact in the field of eco-social entrepreneurship.

Excitingly, the learning modules will undergo testing in Croatia. Sixteen young people from partner organizations, with two participants per organization, will have the opportunity to experience these modules firsthand in May 2024. Their feedback will be invaluable in fine-tuning the content and ensuring its effectiveness.

Furthermore, we are pleased to announce that national pilot tests will also take place in each partner country. A total of 60 young people, with ten participants per country, will have the chance to benefit from the developed resources. Through these pilot tests, participants will acquire essential soft, digital, and entrepreneurial skills while becoming more engaged and empowered in the realm of eco-social entrepreneurship.



OBJECTIVES

of the Interactive Platform Eco-SE-E-lab

The BC4ESE project has set clear objectives for its initiatives and our interactive platform focuses on the following:

- To modernize and innovate the teaching/training material that youth organizations and youth centres (targeted by dissemination activities) tend to introduce in their daily routines and which are interwoven with the reinforcement of the field of eco-social entrepreneurship.
- To fully exploit all the possibilities provided through the digital gamified processes, and especially through the big trend of digital game-based learning which take into consideration the validated results of the already existing research, by employing various synchronous digital tools, such as on-line courses and interactive platforms, digital gamified processes, digital media, VR Elements, apps, QR codes etc.
- To foster cooperation across different regions of the EU with public and private organizations by the exchange of good practices through joint initiatives that will raise the capacities of organizations working with young people through non-formal education in order to contribute to the promotion and development of eco-social entrepreneurship in partner countries and beyond.



Development of the Gamified Educational Production E-Book

We are delighted to provide you with further updates on the progress of our project. Our dedicated partners have been hard at work, and we have some exciting news to share regarding the development of the Gamified Educational Production E-Book.

During this phase, each of the six partners has developed 5 unique learning scenarios, resulting in a total of 30 scenarios across the project. However, as part of the selection process, partners have carefully reviewed and assessed these scenarios to identify the most promising ones for further development. Through a peer review process and a shared questionnaire, 3 scenarios from each partner have been selected for advancement.

We are pleased to announce that the 18 chosen scenarios are currently undergoing development. Our partners are diligently working on finalizing their graphical and digital elements, ensuring an immersive and engaging learning experience.

We are currently working on the graphical and digital elements for the exciting escape games that will be featured on Eco-SE-E-lab. Their development is to be finalised by August, when the partners will shift their focus towards creating their second digital educational games.

This exciting progress signifies a significant milestone for the BC4ESE project. The selection of the scenarios is a result of meticulous evaluation and collaborative decision-making among our esteemed partners. We are confident that the chosen scenarios will offer valuable learning opportunities for our target audience.

As we move forward, we will continue to update you on the progress of the project. We remain committed to promoting eco-social entrepreneurship and empowering young individuals to make a positive impact in their communities.



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Building capacities for innovation in the eco-social entrepreneurship

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