



# DIGITAL ENTREPRENEURSHIP FOR YOUTH

1st Newsletter

## Welcome to the **GameON** world!

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

Thanks to the Erasmus Plus funding, in the following 2 years, **6 partners from 4 countries** (Greece, Italy, Spain, and Poland) **will develop educational games and tool-kits** to support youth and their educators in developing entrepreneurial skills and mindset.

Due to the COVID-19 crisis, **the young people of the EU are one of the categories at higher risk of unemployment**, and many times, they 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.





Our objectives are to **create digital entrepreneurship guidelines and tools** as supportive didactic material for teachers, youth associations and job centres, and **develop an innovative and practical training program in form of a Simulation Game** for mastering digital entrepreneurship.

### What have we done so far?

First, we have **examined the current situation of young entrepreneurs in Poland, Spain, Italy, and Greece**, analysing the situation on the job market, access to education, employment, and training in the context of entrepreneurial opportunities available in each country.

Then we have **conducted research** via a questionnaire aimed at young people aged 15 to 25 years old to discover the current state of digital skills that young people possess in the above-mentioned countries. The results showed the skills young people possess in the fields of **Entrepreneurial Mindset, Innovation and Entrepreneurship, Business Models, Business Canvas, and Digital Marketing**.

And now we start working on our **Simulation Game for digital entrepreneurship!**

We will create **4 scenarios** ready to use by young people to develop entrepreneurial and digital business skills and in the next project phases, we will **train 15 young on digital entrepreneurship** using our game and materials.

**Stay tuned for future updates on the GameON project!**



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