

## OUTCOMES

GADE project is developing sense of initiative and entrepreneurship (SIE) in youths 18-29 by using gamification techniques with a number of tools that we call here intellectual outputs:

**1** Course based on gamification techniques on assessing and developing the sense of initiative and entrepreneurship in youths

**2** E-course for youth educators and youth trainers on how to use the course and gamification techniques for developing sense of initiative and entrepreneurship in youths

The tools could be used directly at a distance by youths or used by youth educators and trainers in face to face formal and not formal training settings.

TO FIND OUT MORE,  
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## PARTNERSHIP

**Petra Patrimonia Corsica Corse - France**  
[www.petrapatrimonia-corse.com](http://www.petrapatrimonia-corse.com)

**Aintek symvouloi epicheiriseon efarmoges ypsilis technologias ekpaidefsi anonymi etaireia (IDEC) - Greece**  
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**Agenzia per lo sviluppo dell'empolese valdelsa (ASEV) - Italy**  
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**Institute for training of personnel in international organizations (ITPIO) - Bulgaria**  
[www.itpio.eu](http://www.itpio.eu)

**die Berater Unternehmensberatungs GmbH - Austria**  
[www.dieberater.com](http://www.dieberater.com)



Gamification to develop  
sense of initiative  
and entrepreneurship  
in youths

[www.gadeproject.eu](http://www.gadeproject.eu)

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Project number: 2017-1-FR02-KA205-012483

## CONTEXT

The European Key Competences Framework defines SIE (sense of initiative and entrepreneurship) as an individual's ability to turn ideas into action. It includes creativity, innovation and risk-taking, as well as the ability to plan and manage projects in order to achieve objectives. Entrepreneurship is a competence for everyone, helping people to be more creative and self-confident in whatever they undertake.

Even if entrepreneurship is recognized as a powerful driver of economic growth and job creation, the uptake and the effectiveness of entrepreneurship education in Europe are still far from being fully satisfactory. This is mainly due to lack of suitable materials and lack of skills in trainers.

Given this context, GADE project proposes to develop courses and tools for development of SIE in youths through gamification making education more fun and engaging with the application of game-design elements and game principles without undermining the credibility of training.



## GADE PROJECT

GADE project is implemented by a consortium of 5 organizations from FR, IT, DE, BG, AT specialized in youth work and/or entrepreneurship education and development.

The consortium uses the innovative methodology of gamification for promoting sense of initiative and entrepreneurship among youths 18-29: NEETs, youths by income or by social condition, belonging to discriminated groups as ROMA, VET, organizations working with youths.

In every country, youth aged 18-29 assisted by staff of partner organizations are trained to:

- develop SIE as facilitators of workshops with groups of youths so to rise their SIE.
- pilot the materials and methodology developed by the project in informal settings, as well as schools, VET courses, universities
- sustain learning gamification activities and make them effective to improve SIE

## PROJECT AIMS

The project is developing sense of initiative and entrepreneurship by using an innovative methods based on gamification and aims to:

- Promote entrepreneurship education among young people,
- Promote empowerment and active citizenship of young people
- Enhance open and digital integration in learning, teaching, training and youth work, by developing a open accessible training program based gamification.

