



Building capacities for innovation in the eco-social entrepreneurship education

Izgradnja kapaciteta za inovacije u obrazovanju za eko-socijalno preduzetništvo

Dear BC4ESE Community,

We're excited to bring you the latest updates from our ongoing BC4ESE project, where progress continues to inspire and innovate!

### Exploring the Eco-SE-E-Lab: A gateway to Eco-Social Entrepreneurship



We are delighted to announce the completion of O3: Interactive Web Platform "Eco-SE-E-lab". In the dynamic world of eco-social entrepreneurship, the "Eco-SE-E-lab" stands out as an interactive web platform designed to empower and educate future changemakers. Developed as part of our broader initiative to infuse eco-consciousness into entrepreneurship education, this platform encapsulates the essence of innovation and practical learning.

#### Module design and content

The platform features 18 comprehensive modules, each crafted to address key aspects of eco-social entrepreneurship. They draw heavily on insights from the "Eco-social entrepreneurship analysis: needs, obstacles and good practices" e-book, ensuring that the

content is both relevant and rooted in actual experiences. As participants navigate through the platform, they encounter various online games, virtual challenges, and digital activities.

#### Learning through real-life examples

What makes the Eco-SE-E-lab truly unique is its approach to storytelling. Each gameplay experience is structured around narratives that highlight one or several eco-social enterprises. These stories are carefully chosen to illustrate successful applications of eco-social principles, providing learners with exemplary models to emulate. By presenting these examples, the platform not only teaches theoretical concepts but also showcases the tangible impacts of implementing such ideas in real business settings.

#### **Educational scenarios and gamification**

The educational scenarios within the Eco-SE-E-lab are derived from the "Gamified eco-entrepreneurship education" e-book.

This ensures that each module is not only informative but also interactive, employing gamification techniques to enhance engagement and retention of information.

Gamification in education has been shown to boost motivation and increase user activity, making it a perfect fit for the dynamic field of eco-social entrepreneurship.



### **Empowering Change Makers: The development of "Eco-SE E-training"**

Our final major output, the "Eco-SE E-training," is well underway. This online non-formal education training program comprises six e-learning modules designed to upskill youth workers in entrepreneurial, digital, and youth working skills. It covers various aspects of eco-social entrepreneurship, from basic



entrepreneurial concepts to advanced topics like marketing and sales. Scheduled to be delivered over two days and tested in our upcoming TTLA in Niš, Serbia in September, this training aims to equip youth workers with the necessary tools to inspire and guide young people towards sustainable development and innovation.

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### Upcoming: 6th Transnational Partner Meeting in Niš

We're gearing up for our 6th Transnational Partner Meeting, set to take place over three days in Niš, Serbia in September, along with TTLA. This meeting will cover updates on our work, review ongoing tasks for each work package, and outline work plans for the development of the Eco-SE-E-training and finalization of O4. This will be our last TPM, marking a critical milestone in our project.

#### **Looking Ahead**

As we advance towards finalizing our project outputs, we are committed to refining our materials based on the feedback from pilot sessions that will take place across six partner countries. This process ensures that our resources are practical, effective, and truly beneficial for youth workers and their communities.

Thank you for staying connected with us! We are excited to see how these new tools will help youth workers inspire and guide young entrepreneurs!

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