



YOUTH VENTURE 4 EU

Youth building a new tomorrow: Promoting Inclusive,
Sustainable and Digital Entrepreneurship through
e-Gamification

youthventure4.eu

The challenges in teaching youth about entrepreneurship



Co-funded by
the European Union

Funded by the European Union. Views and opinions expressed are however those of the author(s) only and do not necessarily reflect those of the European Union or INJUVE. Neither the European Union nor the granting authority can be held responsible for them.

WHERE WE ARE IN THE PROJECT

Our partnership adventure began last October. What have we done so far?

In this new edition of the e-zine, we share the latest updates on the project, telling you about the progress and discussions that took place at our last transnational meeting in France, and summarising our results and reflections to inform anyone interested in sparking entrepreneurship in young people (aged 16-25).

Let's dive in!



Freepik.com

www.youthventure4.eu



E-zine outline

- Second meeting with partners
- Work carried out so far
- Six recommendations for educators on teaching entrepreneurship to young people
- Next steps

SECOND PARTNERS' MEETING IN FRANCE



Les 20 et 21 mai, les partenaires du projet se sont réunis en France pour discuter du développement des ressources éducatives libres et de l'avancement général du projet.

La réunion s'est déroulée dans la région de Lille, dans le nord de la France. Plus précisément, nous nous sommes retrouvés à la Plaine Images, un pôle européen dédié aux industries créatives. Ce pôle, situé dans une ancienne usine textile, accueille une cinquantaine de projets entrepreneuriaux dans son programme d'incubation et d'accélération, 150 entreprises, 3 écoles professionnelles et supérieures et plus de 2000 professionnels des industries culturelles et créatives sur le campus. Leurs spécialités sont l'audiovisuel, les jeux vidéo, la musique et les technologies numériques.

Un environnement inspirant pour travailler sur l'entrepreneuriat !

THE WORK DONE SO FAR



We reviewed the draft of the 10 training pills, which will be designed as resources for young people aged 16-25 to learn independently about entrepreneurship and essential skills.

We shared the conclusions of our local stakeholders' seminars organised by each partner that gathered more than 50 people.



We reviewed the prototype of the first game and shared our visions for the 3 games of the project during a workshop.

All discussions led to one key concern: how can we really ensure that we answer to the needs of our target groups, mainly young people, but also their educators?





6 RECOMMENDATIONS TO EDUCATORS TO TEACH YOUTH ABOUT ENTREPRENEURSHIP

- **Tailor your approach according to your target group** and how they will learn, considering their age, classroom setting vs independent learning, etc.
- Strike the perfect balance: **combine essential business knowledge with practical tasks** to make entrepreneurship look more concrete.
- **Inspire your learners with new entrepreneur examples**, and introduce them to local stories so that entrepreneurship feels closer to them.
- **Use gamification and game-based learning**, either by creating challenges or gamifying tasks, or by using non-educational games to show your students the skills they already have. Think about Fortnite for teamwork or Overcooked for communication and learning through failure. More examples at: <https://www.gaming4skills.eu/>
- **Introduce your learners to mentorship opportunities!** Connect your students with mentors who can provide real-world insights and guidance on their entrepreneurial journey.
- **Learn your students' values and what they want to change in the world**, and think together about how they could create a new initiative to have a impact on social, environmental and digital causes that matter to them.

WHAT'S NEXT



In the next months, we will finalise our 10 training pills on entrepreneurship and key skills, and develop the 3 e-games. 📝

Next stop: Our 3rd meeting in the Chamber of Commerce in Frankfurt (Oder) / DE in October 2025!

Connect with our partners and subscribe to their social media to be updated about our testing phase at the beginning of 2026! 🎓

We would love to hear your feedback about our creations when they are available. ❤️



www.youthventure4.eu

Partners



www.camarazaragoza.com



www.rinova.co.uk



www.ihk-projekt.de



www.yuzupulse.eu



ETS

Centro Italiano Opere Femminili Salesiane
Formazione Professionale

www.ciofs-fp.org



Co-funded by
the European Union

Funded by the European Union. Views and opinions expressed are however those of the author(s) only and do not necessarily reflect those of the European Union or INJUVE. Neither the European Union nor the granting authority can be held responsible for them.