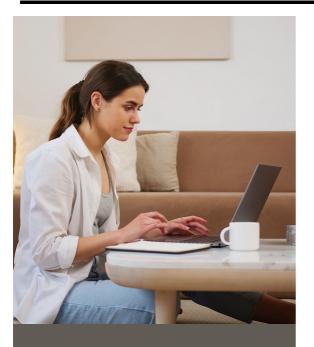


### NEWSLETTER

### 2/2022



### CONTENT

Our project - what is it about Results - what we have achieved News - what has happened over the past year

### OUR PROJECT

INN@SE is aimed at creating a model of supporting social entrepreneurship (SE) of young people, designing a training scheme both in the field of training for social entrepreneurs already working and for others who will like to develop their professional careers in this sector, as well as designing innovative youth SE services.

Our goals are:

- to spread entrepreneurial mindset and skills among young people at EU level; to provide aspiring young social entrepreneurs with a clear toolkit to start up;
- to facilitate access of young people and youth staff to information regarding the grant, training and mentoring opportunities and tools at local and international level; to promote networking among young SEs;
- to promote an EU culture of SE among society, rehabilitating entrepreneurship through social entrepreneurship, with special attention to the contribution represented "by" and "to" young people; to raise awareness among young people as active citizens regarding social, environmental, and diversity challenges of EU communities, and how SE can face them; to promote the visibility among key stakeholders of social businesses and the importance of social innovation and social impact.

Thus, the main target groups of the project are:

- young people (18-35), especially running/involved in SEs or with an interest in doing so;
- youth workers, trainers, teachers, business coaches and other professionals (and related organizations) supporting and promoting entrepreneurship among young people, relevant stakeholders.

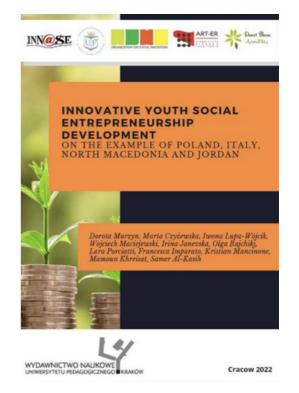
Project duration: 01.04.2020 - 30.09.2022.

# results

### BOOK: "INNOVATIVE YOUTH SOCIAL ENTREPRENEUR-SHIP DEVELOPMENT ON THE EXAMPLE OF POLAND, ITALY, NORTH MACEDONIA AND JORDAN"

The monograph comprehensively presents issues related to the creation and operation of social enterprises with a particular focus on the possibility of supporting the creation of such enterprises among young people. The fundamental aim is to provide a theoretical and methodological basis for supporting social enterprises created by young people in a structured and strategic manner.

From the review: "The monograph is written in a manner tailored to the potential audience. It is comprehensible and user-friendly, and the large number of drawings and diagrams it contains certainly makes the content easier to understand. In this way, it can also serve to raise awareness of social entrepreneurship among young people and thus encourage them to take action in this direction."



### DATABASE: SOCIAL ENTERPRISES IN THE WORLD -GOOD PRACTICES

Project partners have examined the examples of social innovation as solutions to social problems and improving people's quality of life. We have made an analysis of the best practices existing in Europe and the world in the field of social entrepreneurship, responding to social challenges and environmental needs by implementing social innovation and / or applying the open innovation approach. Many of these companies have been founded by young people under 30. We hope that this database will not only be a source of knowledge, but also inspiration for young people who want to create and develop social enterprises.

#### Social enterprises in the world – good practices

We have collected good practices of social enterprises from around the world! Many of these companies have been founded by young people under 30. Get inspired! Click on the selected region of the world to discover the good practices in SE in this region



Click <u>here</u> to see the database of good practices in SE around the world.

# results

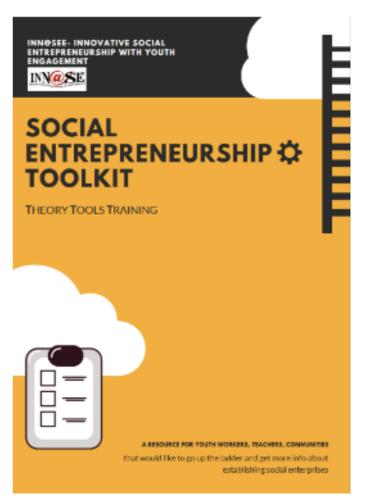
### EDUCATIONAL GAME 'YOUNG ENTREPRENEURS, PLAY IT RIGHT'

The game is tailored to increase awareness towards social entrepreneurship, improve social entrepreneurship competences and to increase capacity of the youth in skills and attitudes development that are needed to solve the nowadays social problems. The game is designed for young people willing to become social entrepreneurs or to know more about social entrepreneurship. It comprises six interrelated stages suggesting the journey of a social entrepreneur from a preplanning stage until designing and planning stage.



#### YOUNG PEOPLE TRAINING PROGRAM AND TOOLKIT

The aim of this Training Program is to inspire young people's innovative social entrepreneurial mindset and help them to ideate. It contains information, exercises and instruments for trainers supporting young people in acquiring technical and soft skills and helping them create their own social enterprise. This is a flexible toolkit and training program using a cross-sectoral approach; eclectic collection of existent tools merged under different topics and modes (the offline/online choice). It has been prepared in 5 language versions: English, Polish, Italian, Macedonian and Arabic. Project partners want the Toolkit to help with the transfer of knowledge, theory, inspiration and motivation to people that already recognize the importance of social entrepreneurship and the need to boost young people's participation in the SE ecosystem.



## results

### POLICY PAPER

The Policy Paper builds upon the knowledge acquired throughout the project and the activities and outputs developed by the consortium. The document provides an overview of the actions carried out in each partner region to improve the territorial services dedicated to young people that want to launch a business in the social sector. Furthermore, it explains the bottom-up approach applied to define the policy recommendations outlined in the paper which aim at supporting decision-makers in enhancing measures and actions to foster social entrepreneurship among the youth.



All project results are available on the project website: https://innose.up.krakow.pl/results/

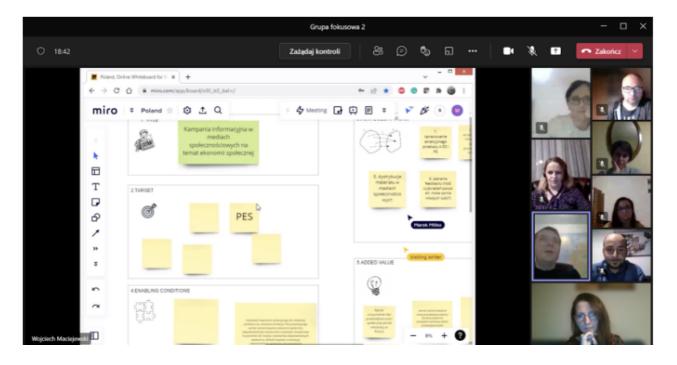
## news

### IMPROVING YOUTH SERVICES THROUGH STAKEHOLDERS' ENGAGEMENT

Inn@se consortium dedicated part of the second half of 2021 to the creation, design and implementation of activities aimed at rethinking local services for the youngsters.

From November 2021 to June 2022, each partner has engaged with a heterogeneous pool of players – from public administrations to youth workers, to NGOs – to reflect on the problems young people face when trying to enter the world of social innovation. They have tried to find a solution to these challenges by developing service concepts through design thinking and open innovation methodologies. Due to the pandemic situation, meetings with stakeholders were held online.

At the end of this path, recommendations were collected in a Policy Paper drafted for policy-makers, to ensure that the results achieved can be of use to further enhance this domain in the long run.



#### INN@SE STAFF TRAINING

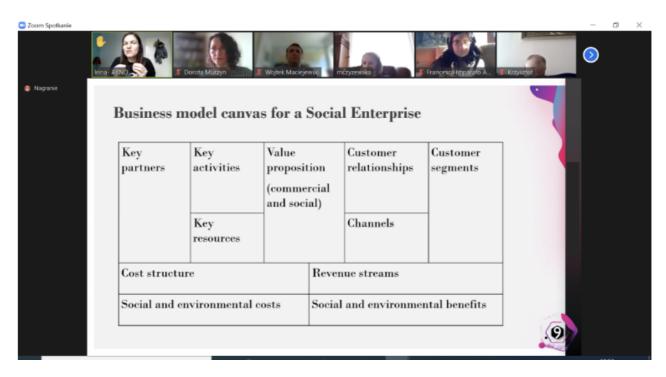
In March 2022, the project partners prepared and delivered a training on supporting the development of social entrepreneurship for young people. The training was attended by youth workers, from all four partner countries: Poland, Italy, North Macedonia and Jordan.

The aim of the training was to learn the INN@SE methodology and transfer it inside the training and coaching practices of youth staff in order to help young social entrepreneurs and aspiring youth social entrepreneurs, to develop a sustainable social enterprise.

### news

The main aim of the training was therefore to transform traditional youth workers/trainers/coaches into facilitators of social change who can scale up the potential and impact of existing social enterprises and innovations by supporting young people. Moreover, the training was intended to facilitate the construction and diffusion of open social innovation methodology, sharing and disseminating innovative and effective training and learning practices, and tools based on a cross-sectoral approach.

The training programme comprised 4 days: 10 March 2022, 17 March 2022, 24 March 2022 and 31 March 2022. It took place remotely, via Ms Teams.



### INNOVATHONS - TO INVOLVE YOUNG PEOPLE AT LOCAL LEVEL

To disseminate project results, promote their exploitation and involve young people at local level, all partners organised innovathons in their countries. The term Innovathon is borrowed from hackathon methodology, it integrates the concepts of "innovation" and "marathon" to unleash innovation.

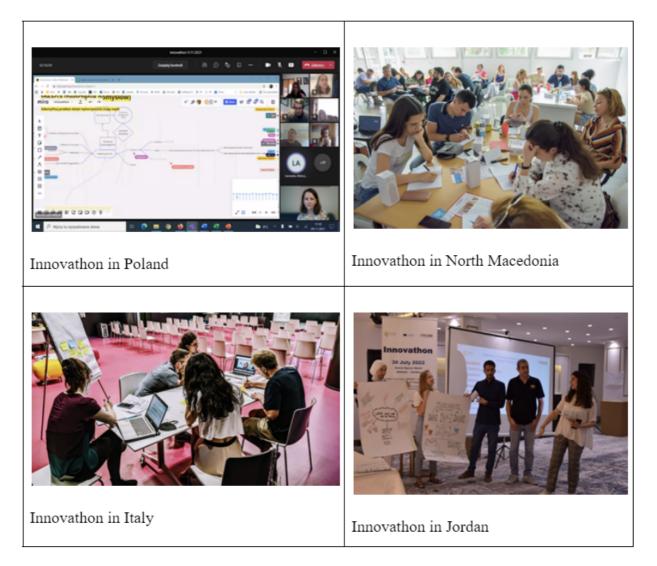
The Innovathons are dynamic, experimental events in which creative people and activists work in teams with different stakeholders and institutions in order to find business solutions for social, cultural and environmental issues. And all this through the use of creative methodologies: open innovation and design thinking.

The events took place on the following days:

- 9 November 2021 (during Global Entrepreneurship Week and Social Economy Week) in Poland (online)
- 6 June 2022 (as part of World Environment Day) in Skopje, North Macedonia
- 14 June 2022 in Bologna, Italy
- 30 July 2022 in Amman, Jordan



They were whole days of practical learning, co-creation, innovation, enrichment, hard work, networking and fun. They gathered over 250 participants. The first seed has been sown, only the future will tell whether some ideas might become new social business projects!



### TRANSNATIONAL PROJECT MEETINGS

Partners of INN@SE project finally met in Italy on 26th and 27th May 2022 to talk about project implementation: a refreshing face-to-face moment to discuss the next steps after two years of online meetings. In the beautiful framework of I Giardini Margherita, the biggest public park in Bologna.

Having the possibility to meet in person allowed participants to fully tackle the project from all perspectives, it encouraged fruitful discussions and collaborative teamwork to find solutions to problems.

On 7th and 8th July 2022, project partners met again, in Cracow. This was also the last face-to-face meeting due to the upcoming completion of project activities.

### news

The meeting was focused on the general assessment of the outputs and the plan of dissemination and their exploitation, taking into account sustainability as well. It also represented a moment to reflect on project results and partnership. Well, now we look forward to more joint initiatives in the future!



### **INN@SE PROJECT PARTNERS:**

