

# CALL FOR PARTICIPANTS

***GAME YOU!: EGAMING TO ADVANCE AND  
MOTIVATE EMPLOYMENT ON YOUTH***



## DETAILS OF THE ACTIVITY

**Type of activity:** Training course (Erasmus+ - Mobility of professionals on the youth field)

**Dates:** 24/10/2023 – 28/10/2023 (3 working days + 2 travel days)

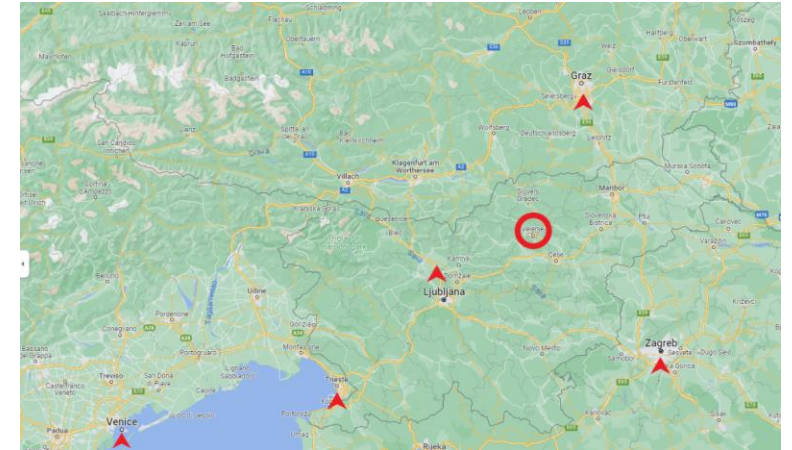
**Venue:** Velenje, Slovenia

**Number of participants:** 18 from project countries (Spain, Italy, Slovenia and Portugal)

### Participants profile:

- +18 years old
- Intermediate level of English (at least B1)
- Currently working with young people (if possible, on issues related to job guidance, career counselling, coaching, vocational training, youth work, etc.).

**Economic conditions:** meals, lodging and travels will be covered by the project up to the limits set by the Erasmus+ programme.



## SUMMARY OF THE PROJECT

Game YOU! is a 24-month cooperation and EU level between partners from four different countries and various sectors that aims to contribute to youth employment thanks to new and innovative resources related to egames and esports. Taking advantage of the videogames consume during the pandemic period among young people, the project partnership will create different outputs to allow young people (and youth workers dealing with them) to better guide themselves (or being guided) on the identification of skills and election of their professionals and vocational pathways. This will allow to overcome different needs on the youthwork field such as:

- The reduced participation of youth on employment programmes and the difficulty of engaging on them to NEETs and other young people on risk of exclusion.
- The need of tailor made coaching and guidance itineraries that could consider the profile, background and competence of each young person, while tackling the poor capacity that some young people has to identify their strengths and recognise their value due to issues related with a low self-esteem or self-awareness.
- The existing mismatching between those competences promoted by the formal education system and the real ones demanded by the real labour market.
- The demonisation existing towards videogames as “wasting time” elements as well as the no recognition of the audiovisual sector as a professional alternative that could match with the expectations and competences of many young people. The recognition of egames as a professional alternative will also contribute to generate in a long term, suitable training and education programmes that this sector could demand and that potentially could be included on the formal education.
- The need of developing new partnerships that could put together key actors and representatives of all the stakeholders that should cooperate towards youth employability on the esports and ICTs industry (employment advisors, SMEs, NGOs, training providers, etc.).

## GOALS OF THE TRAINING

- a) To capacity build attendees and give them new resources for the support given to young people on labor and employment programs thanks to two outputs created by the project that will be shared, experienced and fine tuned during the training:
- A **toolkit for professionals** about youth guidance on professional pathways and career identification and counselling.
  - A **new self-assessment tool based on a 3D environment** that will allow e-players and young people in general to discover which are their most developed competences for their career, how they can be improved or how to acquire new ones using egames and other resources.
- c) To share with attendees the tools, processes and materials designed by the project to test the two outputs created on the partner countries and collect the feedback of those using them.
- b) To raise awareness about seeing gaming as a wider cultural concept and how it can change life in a positive way and train individuals on competences that could be demanded on the labor market or educational field.
- d) To create networks and synergies among attendees that could promote their peer learning while setting bounds for future cooperation (in or out of the project).

**All the previous goals will be address thanks to non formal education activities, practical workshops and group dynamics proposed to attendees that will offer them an interactive experience between peers.**

## LOGISTICS AND FACILITIES

All the activities and lodging of participants will happen on the hostel of Velenje. Meals will take place there and covered for participants (even if some dinners will happen in other external restaurants to experience the local gastronomy). Participants will be set in shared rooms.

More details about the logistics, activity programme, what to bring, etc. will be provided to participants some weeks before their arrival by the partner entity of the project on their countries.

See more about the venue and the hostel here: <http://www.mc-velenje.si/hotel>



## HOW TO APPLY

To apply for this activity, please contact before the **xxxxx** the partner association in your country. They will explain you in more detail what it is all about, and what the next steps are for the selection process of participants:

Contact person: **xxxxxxxxxxxxx**

Email: **xxxxxxx**

Phone: **xxxxxxxxxxx**

