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Fostering youth inclusive education and transition to work through game-based approaches integrating active employment and web-based guidance in Europe
2016-1-IT01-KA202-005493



Madrid

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Project description

Problem and needs:

Though EU is on track to meet its 2020 targets on education, progress is uneven on employment and poor on poverty reduction: people at risk of poverty or social exclusion in 2013 are 122.6 million, while EU youth unemployment is 22.7%; 4 Countries targeted scored higher LTU rates, SK & IT being the highest (60% Eurostat 2017). Crisis showed an increased gap and need to align employable skills offer and demand, which is even more remarkable for NEETS (22,7% in IT and 21,1 in ES - EuroFound 2015) and vulnerable youth mostly due to ineffectiveness and poor relevance of active employment policies



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Project description

Gaps:

- ✦ Low capacity of JPOs and VET to intercept youth at risk, to efficiently connect supply and demand to their needs; poor skills of youth centres to assess their competences and promote their professionalism.
- ✦ Poor synergy between public-private stakeholders and lack of an integrated and lifelong strategy to facilitate their transition to work.
- ✦ Skepticism and low awareness on PES, intensified by poor information and communication between providers (despite high LTU > 9% Hungary & Slovakia had lower than EU average jobseekers participating in activation measures, Italy and Spain score persisting youth unemployment, suggesting that ALMPs are not effective).



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Project description

Gaps:



Lack of involvement of beneficiary in his/her orientation, learning, job placement process: “there is a need to give individuals the opportunity to develop their own learning, also tailoring ICT tools to facilitate their transition to work” (EC A new impetus for EU cooperation in VET).



Low exploitation of effective e-guidance practices: though evidence showed in EU “how meaningful integration of ICT in counseling is, facilitating guidance in the transition from school to work, the process lacked a coordinated effort which hampered their impact” (CEDEFOP 2008, 2011).



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Project description

Overall Objective: To foster inclusive education, training and youth employability in Europe through an enhanced access to training, and to more efficient and integrated guidance, public and private employment services particularly by disadvantaged youth.

Specific objective: To strengthen the awareness of, and access to more integrated and effective active employment by young job-seekers and disadvantaged learners aged 18-29 in Europe.



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Project description

Operational Objectives:

1. To develop learner-centered game-based e-solutions to raise youth awareness on ALMPs measures, bring closer and attract towards JSOs in particular NEETs and vulnerable youth.
2. To Develop a Community of practices, increasing cooperation between VET, employment and guidance in education, building staff capacities to deliver quality based skills assessment, counseling, and qualification through “tailored services”.
3. To mainstream in formal and non-formal settings (VET, education, youth work, public-private JPOs) guidance e-services, moving from EU-funded best practices, integrating them into the JOB labyrinth game and Community of Practices to enable beneficiaries’ skills as active job seekers.
4. To develop and disseminate tools, guidelines, blended paths to build the capacities of EU actors on how to use e-tools and enable clients to access services and information.



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Project description

Beneficiaries and groups targeted:

- ✦ About 1290 young learners and job seekers targeted in different settings, such as youth centres (YCs), schools (EDU) and training centres (VET), private employment agencies and PES (PPES) in the 4Countries
- ✦ About 664 trainers, educators, youth workers, operators and staff providing guidance, job counseling and employment oriented services for youth in the four countries targeted in private and public settings
- ✦ At least 45 enterprises and employers' associations, employment agencies and local and regional public offices and services who will sign and agreement, MoU or join the Community of Practices
- ✦ At least 250 key actors targeted through the 3 multiplier events in Slovakia, Spain and Italy



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Milestones of JOB LABRYNTH



Job Labyrinth Game



Output 1 – Analysis on prospects of **gamification** approaches and selection of most relevant **web based guidance** tools



Output 2 – Repository/database gathering information and raising awareness of Job Lab users on **youth employment** and **ALMPs'** policies, services, actors and initiatives

Intercept

Get in touch

Inform

Raise awareness

Activate

Build capacities

Co-plan a career

Enter the market

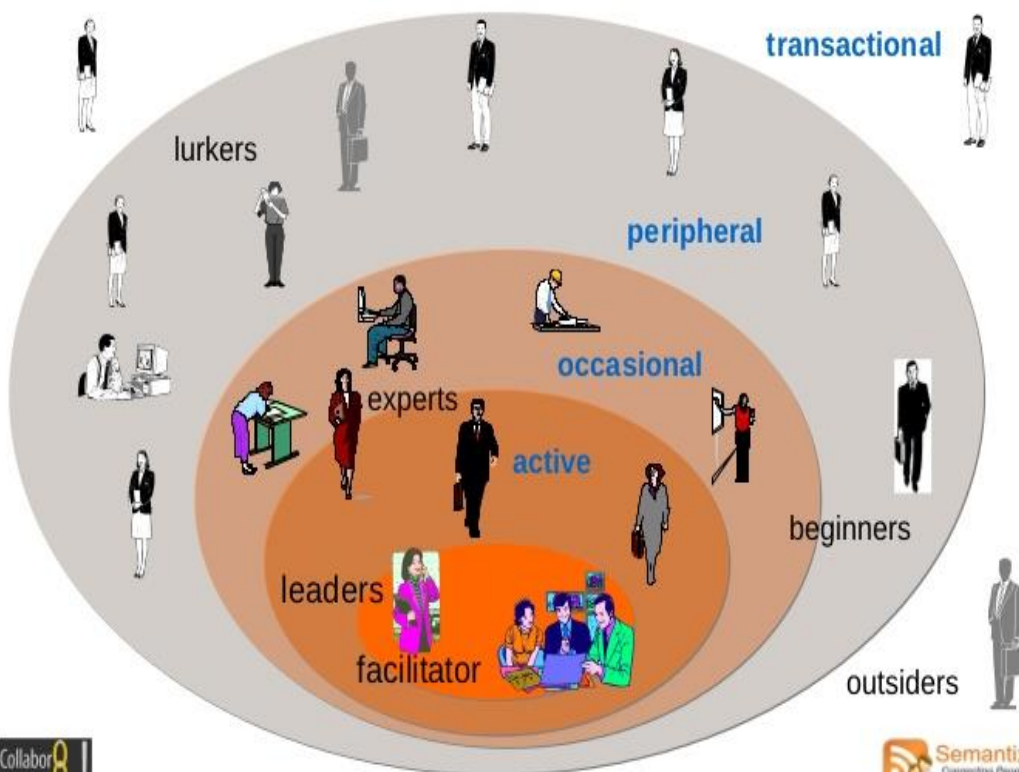


Job Labyrinth Community of Practice



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Members of an active community



1290 young learners and job seekers (15-29): NEETS, looking for a job or out of mainstreamed services, such as migrants and youth with poor skills and background

664 trainers, educators, youth workers, operators and staff

45 enterprises, SMEs, employers' associations, agencies, bodies active in the field of guidance and career orientation

250 Market actors, Employers' associations, national key policy actors, EU networks active in ALMPs (PARES, EPSO, PES, EEPO, ELGPN)



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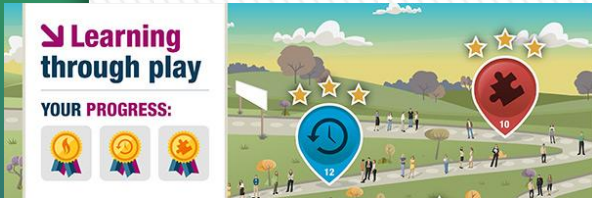
Job Labyrinth Community of Practice



JSOs targeted in 5 different settings



Innovation through gaming and e-guidance: the job labyrinth game to activate vulnerable youth to foster quality based employment



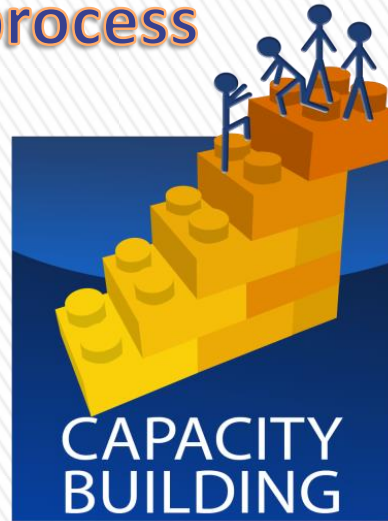
Focus on guidance and ALMPs to foster vulnerable youth employment



Capacity building process

CONTENTS & ASSETS

- Youth Vulnerability (Spain)
- Non-formal competences, eguidance tools (Italy)
- Personal skills assessment (Slovakia)
- ICT in education/ quality VET (Hungary)



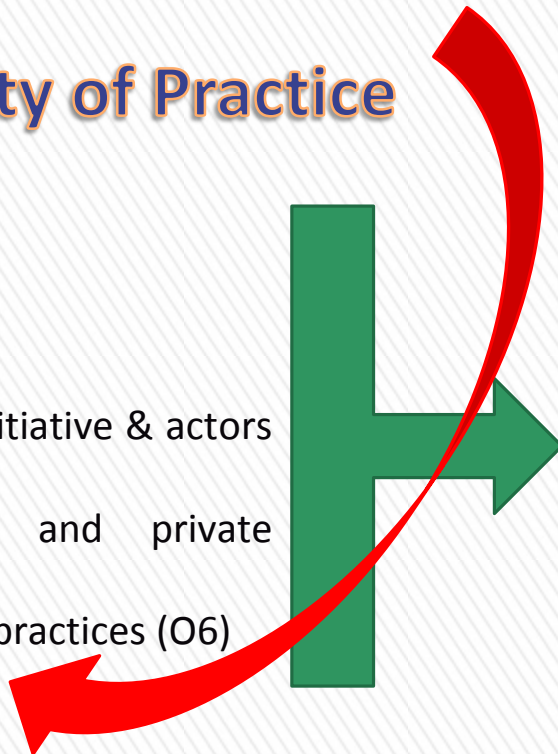
AIM & RESULTS

- Learn from partners' best practices and approaches endorsed in its sector, **analyse replicability** in their own employment service sector (**VET, EDU, YOUTH, PES, JPOs**)
- Building up 4 **training modules** (O3) to be uploaded and scaled up by the experts, trainers and JSO staff of the Job Lab Community of practices

Community of Practice

CONTENTS & ASSETS

- JOB LAB Game (O4)
- eGuidance tools (O1)
- Database on ALMPs initiative & actors (O2)
- Network of public and private stakeholders (O5)
- Video, experiences & practices (O6)
- Training material (O3)**



Members of an active community



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JOB National
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Partnership

Applicant:

Federazione CNOS-FAP

Co Applicants:

Federación de Plataformas Sociales Pindari

DGSSIS Community of Madrid

SZÁMALK Szalézi Szakközépiskola

RISORSE snc

NOVITER SRL

BKS Uspech

iTStudy

IT



ES



ES



HU



IT



IT



SL



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