

Open Educational Resources (OER)

Project ComEnter&RC

Community Enterprises & Responsible Citizenship for Young People and Women

<https://comenter.eu>

Unlike densely populated areas, rural areas are gradually depopulating. As entrepreneurial competence declines in those areas, many young adults and women can't access entrepreneurial opportunities. In these zones, it is also difficult for youth and women to participate in the community, leading to a reduction in participatory skills. Community Enterprises (CEs) are socioeconomic entities that benefit their communities by involving citizens in the planning, production, financing and exploitation activities.

The project targets young adults and women living in rural areas who want to access better social and work opportunities with the goal of starting their own businesses. Implementing this project will increase the participatory skills and entrepreneurial skills of the target groups in the CEs sector. In the long term and through the growth of CEs and the implementation of official oversight and regulation in the sector, the project will help strengthen sustainable growth in EU rural areas.

Project OFFSET

Digitalization and Entrepreneurship for Handcrafting Sector Vet

<http://offset-project.eu/>

Digital literacy, together with literacy and numeracy, is nowadays seen as a fundamental asset whose lack is considered to be almost invalidating. Almost every day new digital technologies are developed or evolve from existing ones, changing human behaviour in social, educational, working and many other fields.

The pace at which innovation moves is so fast that it leaves behind some portions of the population, especially older population groups or the people that for some reason left their studies at an early age. Nevertheless, even in highly educated population groups digital knowledge is often at a very low or inexistent level. One of the fields that has undergone an exceptional amount of changes caused by this phenomenon called DIGITAL TRANSFORMATION, is labour field, in which the ever-growing use of digital technologies is creating the risk for some sectors to be left behind and to become obsolete and outdated.

One of the main goals of the EU is to ease the digital transition process for all working and economic sectors. For a systemic transition, digital and entrepreneurial skills must be infused in the mindset of present and future generations of entrepreneurs, shaping the business environment in a way that favors the creation of new businesses, capable of understanding the positive influences that those skills will bring them and also to apply them.

Project ENTER

Empower Neet's For Social Entrepreneurship

<https://www.enter-project.eu/>

The Consortium of ENTER project, shaped by 5 partners of countries with recorded NEET rates above the EU average of 16.4 %, decided to implement the ENTER project in order to reinforce digital skills and social entrepreneurial mind-set of young people (20-34 years old) neither in employment or in education or training.

ENTER focuses on innovation and adaptation where young people are encouraged to try new ideas in an open environment. Digital skills & technologies, like 3D design and 3D printing, can transform new innovative ideas into reality with low cost and immediate response to challenges and problems of local communities. The 3DP technology allows for the localised, decentralised production of customized products based on the needs & demands of the local communities. This technology can help young generations to adapt in new social demands and priorities by developing new technology skills & knowledge.