

New to the game: (Up)Skilling young people through gamified approaches
31 May 2022
Palau Robert
Passeig de Gràcia, 107
Barcelona



Due to a variety of factors, today's labour environment is becoming more complex, uncertain, and competitive. Recent graduates and young people in general are the most affected social group: the youth unemployment rate in September 2021 was 15.9 % for the EU and 16% for the euro area ([Eurostat, Youth Unemployment](#)).

One of the reasons behind youth unemployment is a skills mismatch between the skills requested by employers and the skills young applicants possess.

This situation requires urgent action to which the European Commission reacted, amongst other initiatives, by launching the Pact for Skills, a shared management model for skills development in Europe. Social and proximity economy is one of the industrial sectors the Pact will focus on.

During the last years, efforts have been made also to improve the capacity of the vocational education and training sector to take into account the specificities and potential of the social economy through alliances and partnerships with many organisations.

The COMPETE project, led by the Italian cooperative Demetra Formazione, focused mainly on the identification of needs and the acquisition, by young people, of competencies in terms of soft skills. The initiative was also an opportunity to further test the potential of using gamified training approaches.

This conference has the objective to highlight some results of the project and compare them with other realities and practices in different EU Member States, in order to contribute to the development of a European framework of training for young people.

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11.00 Welcome

Josep Vidal, General Director for Social and Solidarity Economy, Third Sector and Cooperatives, Region of Catalonia

Ana Umbelino, REVES Co-president (PT)

11.15 The European framework: the pact for skills

Marie Boscher, European Commission

11.30 Presentation of COMPETE initiative, including training package and gaming element

Laura Zambrini, Demetra (IT)

12.00 The importance *of* and priorities *for* the promotion of soft skills: the COMPETE experience

Bert Hauspie, VIVES (BE)

12.30 Gaming approaches – an under-estimated vehicle for the promotion of soft skills?

Alessandro Soriani, University of Bologna (IT)

13.00 Experience: Cooperative games in Catalan schools

13.30 Lunch Break

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14.30 Gaming approaches to help skills development

Introduction by **Pablo Moreno**, UNIR (ES)

Alessio Ceccherelli, University of Rome Tor Vergata (IT)

Elsa Brander, Kooperationen (DK)

15.30 (Regional) alliances for skills development

Gabriele Marzano, Emilia-Romagna Region - Education, Training, Labour and Knowledge Policy Planning Service (IT)

Roser Hernandez, Vice Director for Social and Solidarity Economy, Third Sector and Cooperatives, Region of Catalonia

Anders Bro, Region Örebro County (SE)

17.00 Visit at “COOPOLIS”

Interpretation from and into English and Spanish

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