

YOUTH@WORK

Strategic Partnership on Youth
Employability and Entrepreneurship of
ERASMUS+ NATIONAL AGENCIES

AGENDA



#youthatworkEU

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YOUTH@WORK SEMINAR:

Youth Work Game Changers - Supporting Youth in Developing Lifelong Entrepreneurial Skills through Digital Gaming

18 - 21 November 2024 | Helsinki, Finland



FINNISH NATIONAL
AGENCY FOR EDUCATION

MON
18/11

TUE
19/11

WED
20/11

THU
21/11

**Please note that this program is a draft, and changes to it are possible.*

ARRIVALS

Arrivals and dinner

DAY 1: Impact of Digital Gaming on Entrepreneurial Skills and Visit to a Youth Gaming Unit

Morning session

- Welcome and introduction to the seminar
- Definition of digital gaming
- Trends and phenomena of digital gaming among youth
- EntreComp framework

Lunch

Afternoon session

- Presentation: Impact of digital gaming on entrepreneurial skills
- Possible visit to a local youth gaming unit

Dinner

DAY 2: integration of Digital Gaming into Youth Work

Morning session

- Gaming education and its importance in youth work
- Utilizing digital gaming as a tool in youth work

Lunch

Afternoon session

- Workshop: Brainstorming and planning various methods to integrate gaming into youth work for developing entrepreneurial skills
- Group work and idea sharing
- Fostering knowledge exchange, partnerships, and the development of innovative initiatives: networking

Dinner

DAY 3: Gathering Final Feedback & Wrapping Up the seminar

Morning session

- Wrapping up and final thoughts
- Planning follow-up actions
- Evaluation
- Closing

DEPARTURES

