



WORK, RESEARCH AND INNOVATION FOR TOMORROW'S ENTREPRENEURS

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Launched in August 2015, the Erasmus+ project Work, Research and Innovation for Tomorrow's Entrepreneurs (WRITE) aims at reducing the dropout phenomenon by investing in more articulate and consistent training and trying to make learning more entertaining using the *gamification* method.

During the past weeks, the WRITE project analysed the school dropout and unemployment phenomena by reviewing existing studies and conducting a survey of youth aged 12-18. The survey addressed students from five partners countries: Italy (with a focus of the territories of Ferrara, Matera and Catania), Slovakia, the Czech Republic, Greece and Bulgaria.

Our next newsletter will present an overview of the results of the second survey this time addressing the employers.

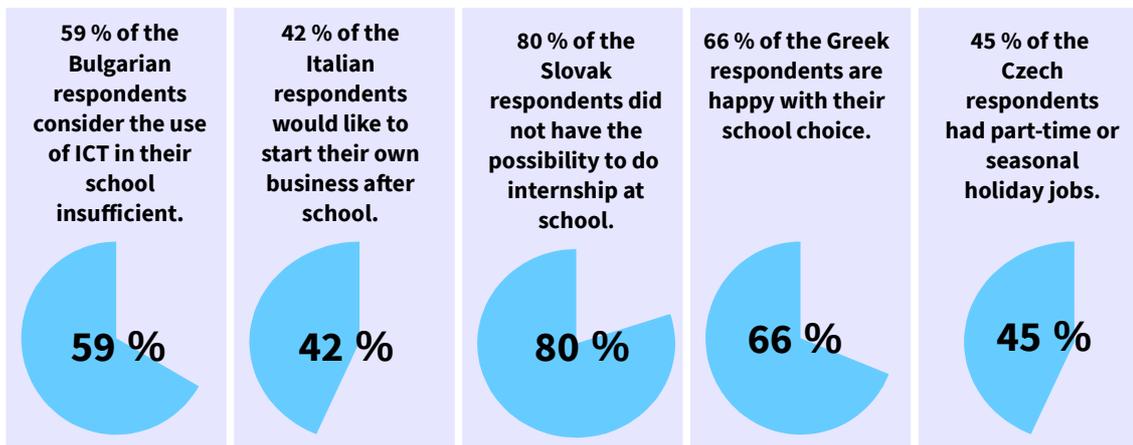
For more information on specific country reports or the project please contact: iformt@gmail.com

The analysis highlighted multiple similarities between the countries amongst which a common lack of communication between labour market and education system: on average, small percentages of youth undertook work experience during school that could help them to access the labour market in the future.

The students are generally happy with their school choice but worry that the chosen study course will not help them find a job. Greater awareness actions on employability, addressed in particular to parents, who are one of the major influencing factors when choosing an educational path, would have positive impact on decreasing drop-out and easing access to work life. School curricula should also be better aligned with the needs of the labour market.

Despite the young age, some students have already considered working independently as an entrepreneur or freelancer. However only a small part of them has a valid business idea. Helping students understand what are the possible areas where to start their own business and giving them the right instruments and directions to access the market could definitely be a further move to reduce school drop-out.

Youth use ICT technologies as a gate to information but rarely as a learning tool despite admitting that innovative ICT tools could be useful if applied to learning. Few of the students addressed know the concept of *gamification*. The way to improve the learning process in this respect may consist in improving youth "information literacy" by showing them how to work with ICT tools and information more efficiently.



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