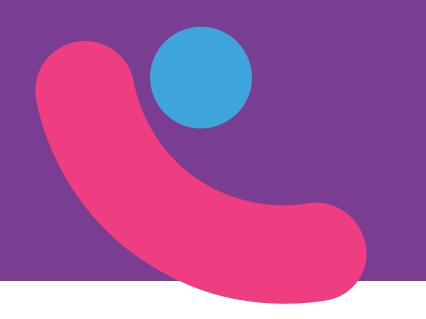


EXPERIENTIAL ENTREPRENEURSHIP LABS

Impact Report



Executive Summary

- The "Into Action" Impact Report summarizes the outcomes and impact of the Experiential Entrepreneurship Labs (EELs) and Digital Hub on youth entrepreneurship education that enhanced the entrepreneurial competencies, digital skills, and active citizenship of young people while equipping educators with innovative teaching strategies.
- The report highlights the achievements of partners in delivering EELs and demonstrates the success of these initiatives in addressing local challenges, fostering collaboration, and promoting inclusion and innovation.

Methodology

- Evaluation tools included surveys, feedback forms, and participant reflections collected during and after EELs.
- Data from partner-organized EELs, Digital Hub analytics, and testimonials were analyzed to assess project impact.
- Quantitative metrics, such as satisfaction rates and participation numbers, complemented qualitative insights from event feedback.

Key Results

Young People:

- Development of entrepreneurial competences, including initiative, problem-solving, and digital skills.
- •Examples of innovative solutions to local challenges, such as community improvement projects and environmental initiatives.

Youth Educators:

- Adoption of innovative teaching strategies utilizing EELs resources and Digital Hub tools.
- Positive feedback on the usability of Open Educational Resources (OERs) and Digital Hub support.

Youth Organizations:

- •Increased engagement with local community organizations, entrepreneurship hubs, and civic actors.
- Facilitation of mentorship opportunities and collaborative networks.

Ireland (Momentum):

Two EELs events showcased the adaptability and effectiveness of the EELs framework:

June 25th - Momentum Offices:

- A small, focused gathering of 6 educators and 10 students.
- Provided a platform for intimate discussions and in-depth exploration of the EELs project.

September 17th - Kilbride Community Centre, Roscommon:

- A large-scale event involving 68 young people and 17 educators.
- Featured a Rural Youth Assembly, dynamic activities, and inspiring speakers.

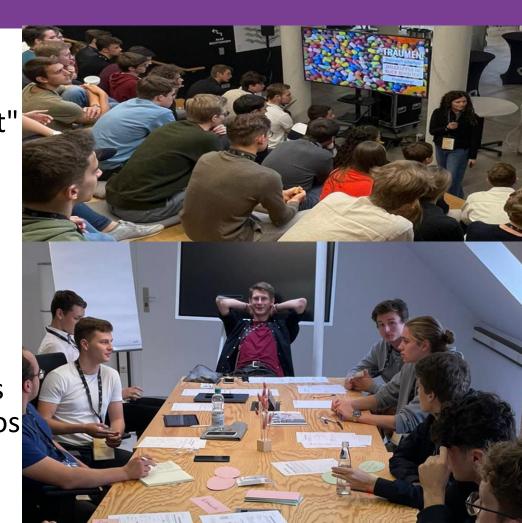


Germany (The Vision Works):

Two Experiential Entrepreneurship Labs were held in collaboration with "Jugend Forscht" and "Jugend Gründet" October 4th and 5th.

These sessions emphasized:

- Engagement of 57 young participants over two days.
- Development of creativity, teamwork, and entrepreneurial thinking through practical activities.
- •Business model development workshops, guiding participants in refining ideas into structured concepts.
- Pitch sessions for presenting business models to experts and peers, simulating real-world entrepreneurial scenarios
- •Integration of scientific inquiry and entrepreneurial innovation for a holistic learning experience.



Croatia (Centar za Karijere Mladih Dubrovnik):

The EU Days Dubrovnik event on October 24-25 showcased the EELs project alongside key European Union institutions and local organizations:

- •Over 1,200 participants, including students and young professionals, engaged with EU representatives and programs.
- •At the EELs stand, young attendees explored project outputs and modules designed to develop essential entrepreneurial skills like creative problem-solving, communication, and confidence-building.
- •A Kahoot! quiz tested participants' knowledge of entrepreneurship, generating significant enthusiasm and interest.
- •Collaboration with initiatives like the "EU in Schools" program provided additional educational opportunities.



Norway (Fagskolen Rogaland)

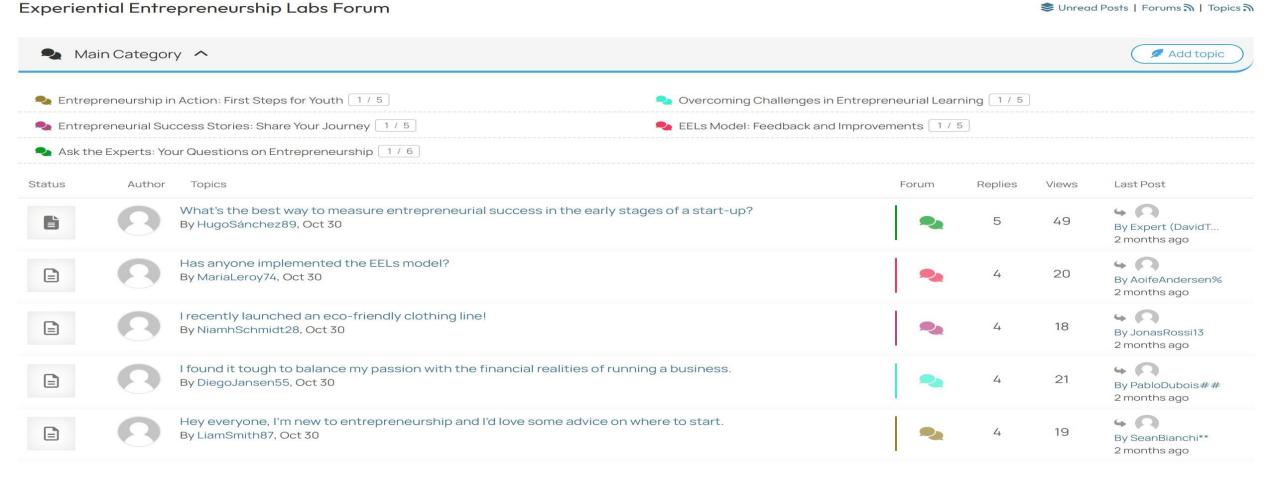
- The Experiential Entrepreneurship Labs (EELs) in Norway took place over two days, October 1-2, 2024, with 63 participants, including educators and young people.
- The program focused on enhancing entrepreneurial competences, fostering creativity, and applying innovative problem-solving techniques.
- Participants demonstrated enhanced entrepreneurial competences, including creativity, problem-solving, and pitching skills.
- Attendees gained practical knowledge on using the Digital Hub, ensuring continuity in learning and collaboration. Educators and young participants worked together, fostering teamwork and mutual learning.
- Participants provided positive feedback about the engaging and hands-on nature of the sessions.

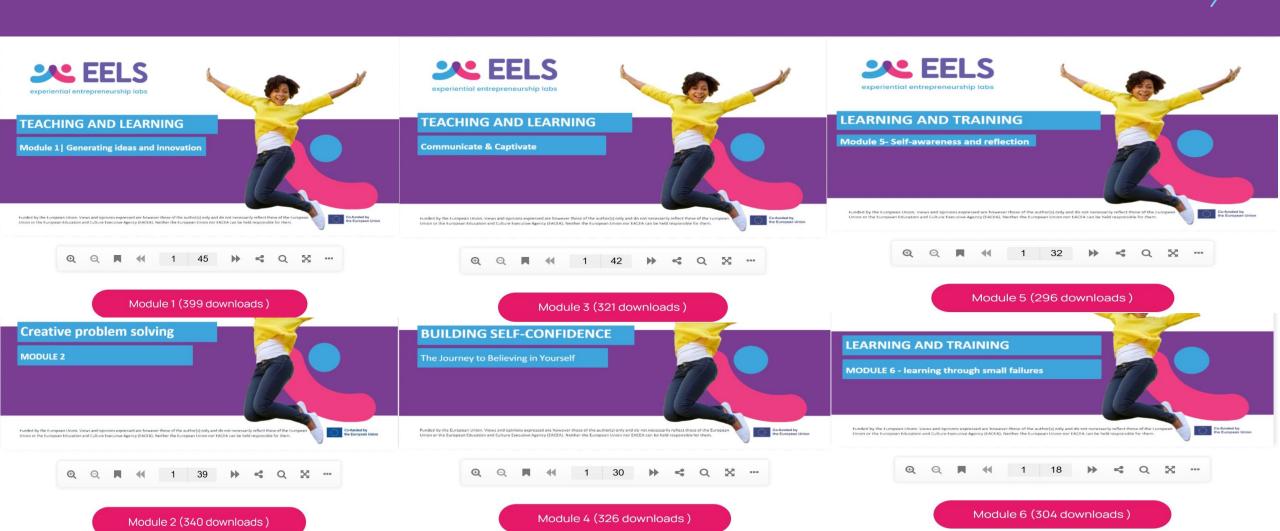


The following key performance indicators were achieved:

- Activities delivered on time: 90% of activities were completed as per the work plan.
- EELs delivered: 8 EELs successfully conducted across partner countries.
- Digital Hub ready-to-use: The hub was developed and launched with all planned functionalities.
- OER downloads: Over 300 downloads recorded.
- Young people participating in EELs: 240+ young people engaged in entrepreneurship labs.
- Youth educators participating in EELs: 40+ educators attended and facilitated activities.
- Digital Hub users:
- 300+ young people registered and actively used the hub.

- •60+ youth educators registered and accessed resources.
- •Knowledge Repository usage: Over 300 downloads of resources by youth educators.
- •Peer-to-peer engagement: **50**% of users participated in collaborative communication.
- •User satisfaction: **90**% rated accessibility and user-friendliness as satisfactory or high.
- Diversity: Data from the Digital Hub reflects diverse demographics among users.



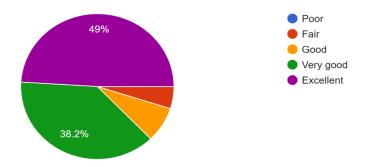


Quality and Impact Indicators

- •Contribution to improving competencies: **91.6** % of partners, youth educators, and stakeholders agreed that the hub significantly enhanced entrepreneurial skills and knowledge.
- •Recommendation rate: **95.1** % of educators and participants indicated they would recommend the hub and EELs to others.
- •Competence improvement: **80.4** % of young people reported enhanced entrepreneurial and digital skills.
- •Appropriate pedagogic approaches: **91.6** % of educators found the methods aligned with the project objectives.
- •Inspiration for civic projects: **94.1** % of young people felt inspired to engage in entrepreneurial or civic initiatives.
- Partner satisfaction: **100**% of partners expressed satisfaction with the hub and EELs resources.

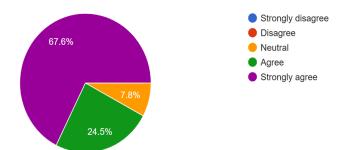
Quality and Impact Indicators

2. Rate your ability to develop a structured plan to turn ideas into action after the EELS experience. 102 responses

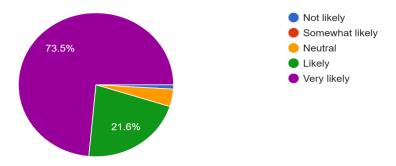


8. I am more motivated to seek opportunities to participate in community or entrepreneurial activities.

102 responses

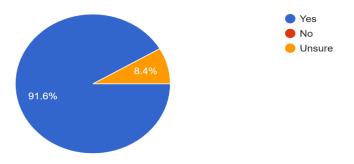


10. How likely are you to recommend the EELS to others interested in entrepreneurship? 102 responses



9. Do you feel the OERs of EELS are useful and relevant to improving entrepreneurial key competences?

95 responses



Recommendations

- Expand outreach to ensure diverse participation in EELs.
- •Enhance logistical planning for large-scale events, including signage and facilities.
- •Strengthen the integration of Digital Hub features to support ongoing collaboration.
- •Collect and share more success stories to motivate and inspire future participants.
- Promote self-reflection tools to help participants understand their learning progress and competences gained.
- •Introduce interactive elements to make the learning process more engaging.
- Provide more real-world case studies or examples of successful entrepreneurial projects.
- Extending the networking sessions to allow more in-depth discussions.

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Conclusion

The EELs and Digital Hub have made significant strides in empowering young people and educators to address local challenges through entrepreneurial and digital initiatives. These efforts directly align with the objectives.

- Equipping over **40 educators** with the tools and resources necessary to lead immersive entrepreneurship labs.
- •Providing over **240 young participants** with opportunities to develop entrepreneurial competences and actively engage in problem-solving.
- Promoting inclusivity and accessibility through the Digital Hub's multilingual and interactive features.

Next Steps

- •Scaling EELs to reach more regions and participants, particularly targeting youth with fewer opportunities.
- Optimizing the Digital Hub to further facilitate international collaboration and resourcesharing.
- •Continuing to compile and share impact reports to advocate for innovative entrepreneurship education practices.
- Publishing the findings widely to inform and inspire the broader youth sector about the efficacy of experiential learning and digital resources.



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