



Erasmus+



PLAYING FOR REAL NEWSFLASH

gamification and capacity building for long-term unemployed

JUNE 2015

The Erasmus+ *Gamification for long-term unemployed* project is missioned to work with trainers, coaches and unemployed to explore and put into practice new ways out for people in difficult work and life situations

Out of options?

No work for a long time? Problems with the economy, also affecting the family? Tried many courses and some coaching? No clear educational or occupational options in the horizon?

Millions of Europeans in mature and later ages will recognize this scenario. Long-term unemployed and no way out...

We need new ways for those unemployed; ways that allow them to change their situation; ways that can create perspectives and ways that build on increased capacity and motivation to help yourself and your peers; ways that impact the reality around the unemployed...

Traditional public provisions and even many empowermental initiatives do not work well for these unemployed: they do not bring about the needed real change.



What we will offer

Based on continuous interaction with trainers and unemployed, the project will create rich materials and guidelines from its practice - aiming to invite and inspire organisations across Europe to explore new opportunities for groups of long-term unemployed. The project will also create knowledge and evidence to take our initiatives further. From September 2015 all this will be visible in the project web.



Who's on board?

The project is coordinated by Pistes Solidaires from France, and the project team represents public and private institutions and NGO's from



The project brings together experienced project professionals, trainers, gamificators and mixed groups of long-term unemployed.



Dramatically new ways...

The project is based on solid step by step capacity building for unemployed to take action in their community to change their situation.

The project combines entrepreneurial principles, working with the community and gamification into strong team-based capacity building for the participating unemployed.

The unemployed will build capacity to bring about such changes as creating economy, joining community initiatives, establishing various forms of associations or services, taking social or political action - for themselves as well as for their peers - and by addressing unmet needs in the community.

Strong principles and methods from virtual gaming and gamification are used to inspire and guide the step by step capacity building.