



WeNEETlabs

Inclusion of marginalized young people
Quality and innovation of youth work
Youth employability

We are thrilled to share the quality evaluation report of the **Joint Training Activity Meeting for the WeNEETLabs project, which was held in Nicosia, Cyprus, from March 20 to 21, 2024**. We successfully piloted the tools and services developed as part of Work Packages 2 and 3. These included a pedagogical framework for social entrepreneurship education, the WeNEETlabs educational game with an operational manual, and a cross-sectoral mentoring-supported jobs employment portal.

To collect valuable feedback from the 9 trainers and educators, Hub Nicosia, the leaders of the project activities, and the project coordinator developed and validated three specific feedback tools. In addition, a short evaluation survey was given to the participants to gauge their satisfaction with the quality of the training.

Overall Experience: The participants had a positive experience during the training and expressed their satisfaction regarding various aspects. They found the project topic interesting and appreciated the opportunities for transnational interactions, exchange of ideas, and exposure to the developed results. They also highly valued the chance to provide feedback and gain insights into the national context.

Pedagogical Framework: The conclusions regarding the gaps in knowledge, skills, and needs of social entrepreneurship education, digital literacy, and job searching with young NEETs were met with overwhelming agreement from the participants. We also received some excellent suggestions for improvement. These included 1) Making the framework more visual, 2) Going deeper into the topic, 3) Presenting the project in a little more detail, 4) Clarifying the purpose of the presentation and how to utilise the provided information, and 5) Starting with motivation and self-development in the framework.

Educational Game and the Operational Manual: We received good feedback on the training modules developed for the educational game. Participants were generally satisfied with the content and the flow of the modules. We also received suggestions for improvement: 1) Enhance the game's design and features to make it even more appealing and logical, 2) Ensure consistency throughout the modules in terms of structure, audio/video, and references, 3) Provide learners with information on the number of questions and their progress, 4) Provide the total score after each test, 5) Improve the text structure with paragraphs, colours, headings, and visual elements like pictures, frameworks, and tables, 6) Better explain the flow and connection between the modules, 7) Enhance functionality by providing more information on why answers are correct and offering the ability to backtrack to previous modules.

Job Portal: We received positive feedback on the job portal. The majority of the participants were very pleased with the platform. There were also suggestions for improvement including the following: 1) Create a section showcasing the results and success stories of users who have relied on the platform, especially for young aspiring female entrepreneurs, 2) Address concerns about user safety and mitigate risks from scammers, 3) Ensure the sustainability of the platform and attract relevant users and job listings, 4) Provide instructions and guidelines for mentors in the mentoring process.

We are considering all the feedback and suggestions as we take decisive steps towards improving the tools and services developed as part of Work Packages 2 and 3.

Stay tuned for updates as we work diligently to enhance our project outcomes and provide an even more enriching experience for NEET women on their path to success!



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