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### Conclusion GameLab Project



The GameLab project was initiated in September, 2017. The project was funded by the Erasmus + programme and entailed four international partners. The partners were Fundacja based in Poland, Cazalla Intercultural based in Spain, UK based Praxis Europe and Citizens in Power operating from Cyprus.

The project was designed to work with young people who are in the NEET (not in education, employment or training) category. The core aim was to develop a game that can be used by educators and youth to initiate different key competencies and promote certain values. The objective of the project was to engage NEET youth through activating economical knowledge, entrepreneurial attitudes building social skills and behaviours. The project looked at youth who were at risk of social exclusion and existed on the margins and fringe of society.

The GameLab project brought together experts across Europe through multiple mobility's where best practice was shared, planning and execution of the project, discussion of intellectual outputs amongst exploration of key targets and outputs.

This project allowed praxis Europe to undertake workshops and successfully lead the creation of a guidebook/report which was a part of the io1 intellectual output. Praxis Europe worked well with all partner organisations and supported the development of a game as an educational tool to assist NEET youth in developing entrepreneurial skills and economic understanding.