



**access**

# Access – Social Space Orientation in Youth Work 4.0



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# Social space-oriented youth work and Inclusion – an intervention model for Empowerment of disadvantaged young people through «Personal Future Planning»

## Multiplier Event

*GdLB gGmbH / BIS e.V.*  
Winterfeldtstr. 33, 10781 Berlin

Berlin, 28 March 2023



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## 9:00 Welcome and short introduction

*“The best investment in our future is the investment in our people. **Skills and education** drive Europe’s competitiveness and innovation. But Europe is not yet fully ready. I will ensure that we use all the tools and funds at our disposal to redress this balance.”*

President Von der Leyen

*“Everyone has the **right to quality and inclusive education, training and lifelong learning** in order to maintain and acquire skills that enable them to participate fully in society and manage successfully transitions in the labour market.”*

Principle 1 of the European Pillar of Social Rights

Source: European Skills Agenda for sustainable competitiveness, social fairness and resilience, Brussels, 1.7.2020 COM(2020) 274 final

Multiplier Event, Berlin, 28 March 2023

## BACKGROUND For a living democracy, we need active youth work

As the **16th Children and Youth Report** of the BMFSFJ (16. Kinder- und Jugendbericht, Bundesministerin für Familie, Senioren, Frauen und Jugend) shows **young people with fewer opportunities** -“**in a NEET\* situation**“ are interested in social issues and **want to get involved**, but often feel that they are not targeted by "traditional" offers.

With "Access" partners from **Berlin, Vienna** and **Valencia** investigate possibilities of **social space-oriented interventions** for disadvantaged young people and develop innovative **educational participatory offers** for them.

\*NEET: Not in Employment, Education or Training : the acronym is more of an umbrella term for many different situations and people, for some the term is stigmatizing. We favours the term ‘**in a NEET situation**’

Source: <https://www.salto-youth.net/downloads/4-17-3266/OnTrack.pdf>

## BACKGROUND - For a living democracy, we need active youth work

The profile of young people in a NEET situation **changes from country to country** across the EU. Young people can arrive at a NEET situation having followed **very different paths**, so the pathways out of their NEET situation also vary -> there is **no single right NEET strategy!**

Key elements of effective approaches are:

- **Partnership**– particularly across different sectors, with different roles and different strengths to draw on – based on an understanding of one's work as part of a **larger ecosystem of actors** affecting youth.
- Better **adapting learning environments** and approaches to the needs of young people as effective way to **reduce disengagement**.
- Intervening **early** as NEET situation spiraling dynamic **worsens with time**.

"Access" brings together expertise on: **inclusion & diversity (BIS)**, **sustainability & globalisation (Südwind)**, **digital media (MUSOL)**, **learning environments (VHS Vienna and GDLB)** and **politics (FVMP)**. The **BGZ** is the project lead.

# OBJECTIVES

- **Capacity building for youth workers** needs to have its own pathway, not be a succession of unrelated training actions. Also, learning to **measure outcomes** and **demonstrate achievement** is a particularly useful capacity to acquire in youth work.
- **Young people in a NEET situation** should not be seen as problems to be solved, rather the focus needs to be on their **value, skills and talents** they can **develop** to become **active agents** in whatever process they engage in. As such, they are not only learners, but **people to learn from**\*.

Key objective of the “Access” project is to promote the **PARTICIPATION, ENCOUNTER** and **EMPOWERMENT** of young people (not reached by 'mainstream' education offers and youth policies).

In doing so Access contributes to the

- **EU Youth Strategy**'s objective of 'enabling young people to shape their own lives, build resilience and acquire life skills to cope in a changing world' (see COM(2018) 269, p.3 ),
- Erasmus+ objective to build a "**European Education Area**".

\*Source: <https://www.salto-youth.net/downloads/4-17-3266/OnTrack.pdf>

# EU policy frameworks & programs related to youth in NEET situation

- The **EU youth Strategy** is a very general overarching policy framework concerning youth opportunity and participation, a kind of conceptual lasso around initiatives in eight areas: education and training, employment and entrepreneurship, health and well-being, participation, voluntary activities, social inclusion, youth and the world, and creativity and culture.

👉 EU youth Strategy: [http://ec.europa.eu/youth/policy/youth\\_strategy/](http://ec.europa.eu/youth/policy/youth_strategy/)

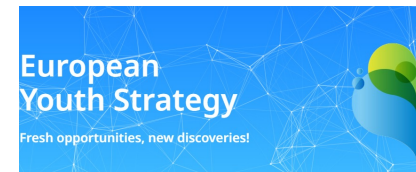
- **Youth on the Move** is one of the seven flagship initiatives of 'Europe 2020'. It is a set of policy initiatives regarding education and employment for young people.

👉 Europe 2020: <http://ec.europa.eu/europe2020/>

👉 Youth on the Move: <http://ec.europa.eu/social/main.jsp?catId=950&langId=en>

- **Youth Guarantee** is a policy meant to ensure all young people up to 25 receive a quality job offer, further education, apprenticeship, or a traineeship within 4 months of leaving formal education or becoming unemployed. It is implemented by the member states and the EU essentially monitors and encourages this implementation. It is not being taken up by all member states, and is in very different states of development where it is being implemented. However, it is something with good chances of growing and establishing itself widely in the long-term.

👉 Youth Guarantee: <http://ec.europa.eu/social/youthguarantee>  
Information on implementation country-by-country:  
<http://ec.europa.eu/social/main.jsp?catId=1090&langId=en>



Source: [OnTrack \(salto-youth.net\)](http://OnTrack-(salto-youth.net))

# EU policy frameworks & programs related to youth in NEET situation

- The youth **Employment Package** (YEP) supports Youth Guarantee and a Quality Framework for Traineeships.
- **Youth Employment Initiative** (YEI) is the financial support given through the EU **structural funds** to regions with youth unemployment rates of over 25%. €6 billion has been allocated to this for 2014-2020
- YEP and YEI: <http://ec.europa.eu/social/youthemployment>
- **Erasmus+** is the main EU programme for education, training, youth and sport. It has a 14.7 billion budget for 2014-2020. It offers a range of support and opportunities for youth work, notably 'Erasmus+ Youth in Action' (which gets 10% of the budget) as well as the European Volunteering Service (EVS), which are both elements of the larger Erasmus+ programme.

Youth in Action is the EU's mobility and non-formal education programme for youth. It offers support to young people to set up projects with an international dimension (e.g. group exchanges, voluntary service, youth encounters, group initiatives), as well as funding support activities for youth workers.

Each country has a 'National Agency for Erasmus+', and **youth work is well advised to communicate and cooperate with their relevant National Agency.**

• Erasmus+ : <http://ec.europa.eu/programmes/erasmus-plus/>

• National Agencies:  
[http://ec.europa.eu/programmes/erasmus-plus/tools/national-agencies/index\\_en.htm](http://ec.europa.eu/programmes/erasmus-plus/tools/national-agencies/index_en.htm)

Source:  
[OnTrack \(salto-youth.net\)](http://salto-youth.net)

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## EU Youth Strategy

The EU developed an EU Youth Strategy and wants young people to engage and become an active citizen involved in democracy and society. We want young people to tell us what is important to them by taking part in the EU Youth Dialogue.

- Overview
- Engage
- Connect
- Empower
- European Youth Goals
  - Groups
- Mutual Learning and Expert
  - Planners
- Future National Activities
- Mobility of young volunteers
- EU Youth Dialogue

## Social inclusion

### What is the EU's role?

Social exclusion and poverty among young people has increased during the economic crisis. The EU Youth Strategy aims, in particular, to:

- Create more and equal opportunities for all young people to participate in education and in the labour market
- Support the active citizenship, social inclusion and solidarity of all young people
- **Realise the full potential of youth work** and youth centres as a means of inclusion
- Encourage a **cross-sector approach** to address exclusion in areas such as education and employment
- Support the **development of intercultural awareness and combat prejudice**
- Support information and education for young people about their rights
- **Promote access to quality services** – e.g. transport, e-inclusion, health, and social services

Source: [https://youth.europa.eu/strategy/social-inclusion\\_en](https://youth.europa.eu/strategy/social-inclusion_en)

# What is the EU Youth Strategy?

The EU Youth Strategy is a framework for European cooperation in the youth field for the period of 2019-2027. Its goal is to **improve the situation of young people** in Europe by creating **more and equal opportunities** for them.



## Engage

To engage, encouraging youth engagement in civic and democratic life.



## Connect

To connect, giving the chance to young people across the European Union to get to know each other through learning mobility, solidarity and intercultural understanding.



## Empower

To empower, by promoting youth empowerment via high-quality, innovative, and recognised youth work.

- **Encourage young people** to become **active citizens**, agents of **solidarity and positive change**;
- **Help** prevent **youth social exclusion**;
- **Improve** the impact of **policy decisions on young people**

[Source: European Youth Strategy](#)

# ENGAGE: now is the time to listen to young people and empower them to turn their dreams into reality.

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➤ **Engage**

➤ Connect

➤ Empower

➤ European Youth Goals

➤ Mutual Learning and Expert  
Groups

➤ Future National Activities  
Planners

➤ Mobility of young volunteers

➤ EU Youth Dialogue

➤ EU Youth Coordinator

➤ EU Youth Strategy Platform

➤ Evidence-based policy-making

## Engage

With **"Engage"** the EU Youth Strategy aims towards a meaningful civic, economic, social, cultural and political participation of young people.

Member States and the European Commission are invited to:

- Encourage and promote inclusive democratic participation of all young people in society and democratic processes;
- Actively engage young people, youth organisations and other organisers of youth work in policies affecting the lives of young people on all levels;
- Support youth representations at local, regional and national level, recognising young people's right to participate and self-organise;
- Support and convey the EU Youth Dialogue in order to include diverse voices of young people in decision-making processes on all levels;
- Foster the development of citizenship competencies, through citizenship education and learning strategies;
- Support and develop opportunities for 'learning to participate', raising interest in participatory actions and helping young people to prepare for participation;
- Explore and promote the use of innovative and alternative forms of democratic participation e.g. digital democracy tools.

Source: [https://youth.europa.eu/strategy/engage\\_en](https://youth.europa.eu/strategy/engage_en)

**CONNECT: underpin opportunities for young people to experience exchanges, cooperation and civic action in a European context first hand.**

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## Connect

Young people in Europe are getting more and more connected. Connections, relations and exchange of experience are a pivotal asset for solidarity and the future development of the European Union. This connection is best fostered through different forms of mobility.

Member States and the European Commission are invited to:

- Enable access for all young people and youth workers to cross-border mobility opportunities, including volunteering, by eliminating obstacles and implementing support measures with special attention to young people with fewer opportunities;
- Encourage young people's engagement in solidarity, promoting support schemes and seek complementarity and synergies between EU funding instruments and national, regional and local schemes;
- Actively engage young people and youth organisations in the design, implementation and evaluation of relevant EU funding programmes;
- Share best practices and further work on effective systems for validation and recognition of skills and competencies gained through non-formal and informal learning, including solidarity and volunteering activities, continuing the implementation of the 2012 Council Recommendation on the validation of non-formal and informal learning.

Source: [https://youth.europa.eu/strategy/connect\\_en](https://youth.europa.eu/strategy/connect_en)

Multiplier Event, Berlin 28.03.2023

**EMPOWER: Youth work equips youth with key competences and skills such as teamwork, leadership, intercultural competences, project management, problem solving and critical thinking.**

# EU Youth Strategy

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## Empower

Empowerment of young people means encouraging them to take charge of their own lives. Today, young people across Europe are facing diverse challenges and youth work in all its forms can serve as a catalyst for empowerment.

Member States and the European Commission are invited to:

- Develop and implement a European Youth Work Agenda for quality, innovation and recognition of youth work;
- Support quality youth work development on all levels, including policy development in the field, training for youth workers, the establishment of legal frameworks and sufficient allocation of resources;
- Support youth work activities, including grassroots, and recognise youth organisations as providers of competences development and social inclusion through youth work and non-formal education activities;
- Create and further develop easily accessible youth contact points that deliver a wide range of services and/or provide youth information.

Source: [https://youth.europa.eu/strategy/empower\\_en](https://youth.europa.eu/strategy/empower_en)

## EU Youth Strategy: Engage. Connect. Empower.

The strategy pays special attention to:

1. Reaching out to all young people: it should strive to improve the prospects of **all young people regardless of their background or social status**. Erasmus+ Youth is equipped to reach out to those with **fewer opportunities**.
2. Straddling levels from global to local: young people are committed to **address global challenges**. Youth empowerment starts at the **grassroots level** and depends on the **diverse situation of young people**. EU youth cooperation should better connect with policy makers and practitioners at regional and local level and **encourage grassroots initiatives by youth**.
3. ... and the virtual world: digital technologies revolutionised young people's lives and policies need to consider both opportunities and challenges, by **equipping youth with digital skills** and fostering critical thinking and **media literacy**.

# Children and Youth Report

*“All children and young people should be allowed to develop into confident, independent individuals. This involves ensuring that children and young people know their rights, that they are included in the policy-making process and that their interests are considered in policy-making.”*

The **Children and Youth Report** defines the **social space approach** for the first time as basis of investigation: **11 social spaces** can be influenced (**daycare, school, education, university, youth work, media, family, party-affiliated youth education, armed forces, voluntary services, social movements**).

The report also shows that **disadvantaged young people quickly slip out of the survey field**, as soon as they leave formal education. **Socio-economic and democratic exclusion** are the consequences.



[Source: 16. Kinder- und Jugendbericht – Förderung demokratischer Bildung im Kindes- und Jugendalter \(bmfsfj.de\)](https://www.bmfsfj.de)

# OBJECTIVES

Access" examines exemplary possibilities of **social space-oriented interventions** for three groups of disadvantaged youth and develops tailored educational and participatory offers in **Berlin, Valencia and Vienna**. These practical models intend to identify

- **success parameters** in youth education
- **actions required from research and politics.**

The project aims to initiate a series of **improvements at individual, institutional and system level** :

- \***Youth: Competence development** and strengthening of **participation** of youth;
- \***Stakeholders: competence acquisition** on specific needs of the target group;
- \***Institutions: Capacity building** - enhanced needs orientation and increased services for young people, more cooperation with other actors in the social space and transnationally;
- \***System level: intensified political discussion** on framework conditions for the needs of disadvantaged young people.





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## Activities

**Access** focuses on working with young people with fewer opportunities outside formal education - in so-called „undervalued social spaces“.

- The three local tandems in Berlin, Vienna and Valencia develop tailor-made participation offers for the selected target groups and test them with the young people in the district. **Access** also offers particularly active young people the opportunity to become experts in peer learning with other young people.
- We combine this with counselling and training for youth work staff.
- Capacity building and competence development of the project partners is also a topic in the project - with a series of workshops for mutual learning around social space and resilience issues, the „EU Youth Strategy“ and the „European Youth Work Agenda“.
- In parallel, we install an ongoing stakeholder dialogue in Berlin, Vienna and Valencia to support and youth work actions and to anchor them in the neighbourhood and a series of events for multipliers.
- Talks, presentations at events, publications in the media and EU-wide dissemination via networks and platforms make the model widely known and bring the issues into larger public discussion.
- Finally, the findings and conclusions will feed into recommendations for science and politics.

Source: <https://access-youth.eu/en/activities/>

# ACTIVITIES

"Access" combines

1. the development and testing of **solutions for effective social space-oriented youth work** and suitable **educational offers** tailored to disadvantaged youth on the three topics of the EU Youth Strategy "**Participation**", "**Encounter**" and "**Empowerment**"
2. **stakeholder work & capacity building** of the institutions active in the field - as an iterative process: the local working groups in **Berlin, Vienna and Valencia** continuously conduct **trainings & consultations with youth workers**.

## Relevant actors

**Stakeholder work** accompany the development work and the trainings to promote an ongoing dialogue among the stakeholders in Berlin, Vienna and Valencia.

Relevant actors in the fields of **youth work, education and social affairs, civil society, business, science, politics and administration** are reached through **interviews** (on needs, competences, initiatives in the district, etc.).

This ensures that the models are **attractive** and **practicable** for both youth workers and young people.



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Statement**

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## Results

The result is an EU-wide usable model for social space and needs-oriented youth work outside of formal education, tailored to young people with fewer opportunities. The model illustrates, which needs disadvantaged young people have and what methods are effective to reach them, what competences youth work personnel shall have, what can be done to activate stakeholders in the district and what international cooperation can do, how conducive framework conditions look like and how they can be influenced.

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▶ Strategy Paper on social space orientated youth work with disadvantaged groups and Capacity Building Guide for youth work institutions

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▶ Three case studies on social space-oriented youth work with disadvantaged groups

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▶ White paper on social space-oriented youth work with conclusions and recommendations for science and politics

Source: <https://access-youth.eu/en/results/>

# PROJECT RESULTS

The result of "Access" is a **transferable model for social space-oriented youth work** with special consideration of **disadvantaged youth**.

It exemplifies the following aspects:

- **Needs** of disadvantaged youth;
- the **Impact** of peer learning;
- **effective methods** to reach disadvantaged youth.

It illustrates the **advantages of international cooperation** and the possibilities of **influencing framework conditions** in a sustainable way.

# PROJECT RESULTS

The results will benefit **young users, youth work actors, institutions and systems:**

- **Disadvantaged young people**
- The actors in **youth work**
- The **institutions**
- The **political level**

"Access" contributes to the discussion on the future **design of social space-oriented youth work.**

In the long term the "Access" solutions will strengthen **participation** of disadvantaged young people to the processes of **democratic co-determination** and to strengthen **social cohesion.**

- The model has the potential to be used **throughout the EU**
- The solutions is conceived to be **transferred to other target groups.**



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## Presentation of the Case Studies Intervention models in social space oriented youth work focussing on the EU Youth Strategy:

- 1) GdLB - Personal Future Planing/ *GdLB*
- 2) Südwind – Sustainability / *Südwind*
- 3) Musol – digital dimension/ *Musol*

# PROJECT RESULTS

The "Access" developed educational offers and approaches to capacity building and policy making in the context of social space-oriented youth work that includes disadvantaged young people:

- (1) **Strategy paper** on social space orientation in working with disadvantaged youth and **capacity building** guide for youth work institutions.
- (2) **Case Study 1 "Reaching all young people"**: Intervention model for inclusion in social space-oriented youth work with disadvantaged people.
- (3) **Case Study 2 "Cooperation at all levels - global to local"**: Intervention model for globalisation and sustainability in social space-oriented youth work with disadvantaged people
- (4) **Case Study 3 "and the virtual world"**: Intervention model for the digital dimension in social space-oriented youth work with disadvantaged people
- (5) **White Paper** on social space-oriented youth work with conclusions and recommendations for policy makers





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## Q&A

Where do we go from here?

How can the results be used?

Who wants to learn more?

Who would like to support?

How can we stay in touch?

Collecting ideas in a "wish box"

# Complementarity with other projects

\*Work with youth with fewer opportunities:

- „PROTECT“ (EU-Grundtvig, DE): [PROTECT / BGZ \(bgz-berlin.de\)](http://protect/bgz-berlin.de)
- „Integration of the Agenda 2030 in adult education“ (Regional program in Valencia on the Agenda 2030)
- „My Revolution“ (Europe-For-Citizens)
- „Hatebusters“ & „DigiEdu4All“ (Erasmus+, AT)

\*Social Space:

- „EduArt“ (Erasmus+, DE): [EduArt - Education meets Arts in Partnerships for Creativity \(eduart-project.eu\)](http://eduart-project.eu)
- „Sustainable libraries“ (Regional program in Valencia)

## Good Practice: PROTECT – Gesellschaftliche Teilhabe für Migrantinnen und Migranten



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**PROTECT**  
Lernen und Helfen im Ehrenamt

Projektbesitzer: Er zeichnete PROTECT im Dezember 2014 mit dem 1. Preis beim bundesweiten Förderpreis „Helfende Hand“ in der Kategorie „Innovative Konzepte“ aus. PROTECT steht für ein lebendiges Konzept, das auch nach Ende der Projektförderung auf Nachhaltigkeit und Wirksamkeit abzielt: In Berlin und in Wien nehmen die Hilfsorganisationen den Ansatz des Projekts in ihr Regelangebot auf und können dabei auch weiterhin auf die Unterstützung der BGZ und der Partnerinnen und Partner bauen.

**Katastrophenschutz braucht Menschen, die sich ehrenamtlich engagieren.** Dabei sind EU-weit Migrantinnen und Migranten als ehrenamtlich Tätige in allen Hilfsorganisationen bisher unterrepräsentiert, obwohl sie einen erheblichen Teil der Bevölkerung ausmachen. Ursächlich hierfür sind jedoch nicht ihre mangelnde Bereitschaft zum Engagement, sondern kulturelle Barrieren oder fehlende Informationen.

So nutzen die Projektpartner das Ehrenamt im Katastrophenschutz als Brücke, um Migrantinnen und Migranten einen besseren Zugang zum lebenslangen Lernen aufzuzeigen und sie für das Ehrenamt zu gewinnen. Mit gezielten Pilotkampagnen informierten sie über Hilfsorganisationen (Rotes Kreuz, Malteser Hilfsdienst, Technisches Hilfswerk, Feuerwehr etc.) und zeigten auf, dass dies Lernorte sind, die über attraktive Bildungsangebote, z.B. in den Bereichen Medizin, Technik, Soziales und Verwaltung, verfügen. Dabei arbeiteten die Partner mit dem Lotsenansatz, der sich bei vielen Projekten der BGZ bewährt hat.

An dieser Stelle setzt das von der BGZ Berliner Gesellschaft für internationale Zusammenarbeit und der Berliner Senatsverwaltung für Inneres und Sport initiierte Grundtvig-Projekt „PROTECT – Lernen und Helfen im Ehrenamt“ an, das im Rahmen des Programms für lebenslanges Lernen gefördert wurde. Während der dreijährigen Projektlaufzeit erarbeiteten die Partner aus Österreich, Deutschland, Spanien und den Niederlanden unter Leitung der BGZ innovative Wege, die Integration von Migrantinnen und Migranten mit neu entwickelten

Durch interkulturelle Schulungen wurden bereits aktive Helfer/-innen und Führungskräfte in ihrem Umgang mit „den Anderen“ gefördert und gestärkt. Als Ergebnis der Projektaktivitäten liegen attraktive, zielgruppenrichtige und mehrsprachige Materialien vor: Lernangebote und Einsatzszenarien für die Arbeit mit den Lotsen.

**1. Preis beim bundesweiten Förderpreis**

**Projekt-INFO**

**Projekttitel**  
PROTECT – Lernen und Helfen im Ehrenamt


**Projektnummer**  
518134LEP+2011+DE-GRUNDTVIG-GMP

**Projektdauer**  
2011-2014

**Koordinator/Projektnehmer**  
BGZ Berliner Gesellschaft für internationale Zusammenarbeit

**Kontakt**  
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Tel.: 030 80924111  
info@bgz-berlin.de

**Website**  
<http://bgz-protect.eu/>



**EduArt**

**EduArt – Education meets Arts in Partnerships for Creativity**

The Corona pandemic has changed our social life and the way we teach and learn. As a consequence, we are in need of a new approach to adult education.

EduArt teams up professionals from the education sector and the cultural industry. They jointly develop experimental learning opportunities for adults to help them improve their social and methodological skills in coping with a crisis. They are guided by the „mask“ as their leitmotif. This BGZ project offers compelling ways to shape innovative adult education in Europe.

**BGZ** Berliner Gesellschaft für internationale Zusammenarbeit mbH

Implementierung in: Germany, Austria, Italy, Poland  
 Period: 2021-2023  
 Duration: 2021-2023  
 Partners in Berlin: EFMD-Edmentum, Bildungsverbände  
 Transnational partners:  
 10 Austria: Bildung, Fluchtberatung, Bildung  
 in Transit, Eurocenter, EPOCH VERBOD  
 10 Poland: AZI Linguistics, Fundacja Paryż  
 Co- funded by: Erasmus

# Complementarity with other projects

## \*Inclusion and diversity:

- CIAK MigrACTION, DigiEdu4All
- Migrempower
- AMIF-Projects WANNE, STIRE, MIRAGE (AT)
- „Human books“ (ES)

## \*Globalisation and Sustainability:

- „Awareness for Fairness“
- „Global Fairness“
- „Climate of Change“
- „1 Planet 4 All“ (all DEAR /EuropeAid, DE+AT)
- „LOCAL4GREEN PLUS“ (Interreg MED, ES)
- „Eduskills-Reflections“
- „Transformative educational methods for social inclusion and global citizenship“
- “EVOLVET”
- „Agenda 2030: Training for multipliers in the youth sector“ (Erasmus+, AT)

# Complementarity with other projects

## \*Digitales/Games:

- „Baltic Game Industry“ (Interreg BSR): [Baltic Game Industry \(baltic-games.eu\)](http://baltic-games.eu)
- „Car2Lab“
- „Fit4BIM“ (E+ SPs zur Digitalisierung im VET, all DE): [Fit for BIM \(fit4bim.eu\)](http://fit4bim.eu)
- „GeT - Gamification, Education and Training to activate youth for sustainable choices“ (Erasmus+, AT)
- „Videogames zum Einsatz in der Schule“ (Spanish Cooperation Agency)
- Workshops zu 3D-design, Robotics, Videomaking (ES)

**Baltic Game Industry - Empowering a Booster for Regional Development**

The game industry is the most dynamic creative industry worldwide with an exponential growth rate.

Our project 'Baltic Game Industry - Empowering a Booster for Regional Development' (BGI) aims towards boosting the game industry in the Baltic Sea region (BSR), increasing the capacity for innovation and transferring the game industry in the region into a global player with worldwide competitiveness.

The core element is the installation of durable game incubation structures, programmes and schemes that effectively support the emergence and viability of game start-ups.

Implemented in: Germany, Denmark, Estonia, Finland, Lithuania, Latvia, Poland, Sweden  
 Duration: 2017-2020  
 Contact BGI (lead partner):  
 Christine Sauer, Tel: +49 (0)30 859 94 110  
 bgi@bgz-berlin.de

Baltic Game Industry  
 Facebook  
 Twitter  
 Interreg BSR Project Library

Baltic Sea Games  
 Facebook

**Fit For BIM - Competences for Digital Construction in VET and Higher Education**

The digital transformation is increasingly influencing all operational work processes and changing the way we work and learn. Also in the construction industry nothing works without digital technologies, systems and procedures - such as "Building Information Modeling" (BIM). Fit for BIM creates models for the integration of digital competences into vocational and higher education and thus contributes to securing the supply of skilled labour.

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# Questions?

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Thank you very much for your attention!

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