

BENEFICIARIES AND GROUPS TARGETED

ABOUT
1290



young learners and job seekers targeted in different settings, such as youth centres (YCs), schools (EDU) and training centres (VET), private employment agencies and PES (PPES) in the 4 Countries

ABOUT
664



trainers, educators, youth workers, operators and staff providing guidance, job counseling and employment oriented services for youth in the four countries targeted in private and public settings

enterprises and employers' associations, employment agencies and local and regional public offices and services who will sign an agreement, MoU or join the Community of Practices

AT LEAST
45



key actors targeted through the 3 multiplier events in Slovakia, Spain and Italy

AT LEAST
250



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PARTNERSHIP



RisorSe

PerformanSe Premium Partner



CONTACTS

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JOB LABYRINTH

Fostering youth inclusive education and transition to work through game-based approaches integrating active employment and web-based guidance in Europe



BACKGROUND

The economic crisis has led to an increase in the gap between labour supply and demand.

The gap is even more significant for NEETs and vulnerable youth because of:

- the inefficiency of ALMPs;
- the low capacity of Public Employment Centers and Vocational Training to intercept young people at risk and to give a concrete response to their needs;
- the low effectiveness of e-guidance services and youth centres to promote young people skills;
- the lack of synergy between public and private actors and of an integrated strategy to facilitate the transition of young people into the labour market;
- the little knowledge of young people about services provided by Public Employment Centers;
- the lack of involvement of young people during their orientation, training and job placement.



SPECIFIC OBJECTIVES

To strengthen the awareness of, and access to more integrated and effective active employment by young job-seekers and disadvantaged learners aged 18-29 in Europe.

- To develop learner-centered game-based e-solutions to raise youth awareness on ALMPs measures, on policies undertaken, and attract in particular NEETs and vulnerable youth.
- To increase cooperation between VET, employment and guidance in education, building staff capacities to deliver skills assessment, counseling, and qualification through "tailored services".
- To mainstream in formal and non-formal settings (VET, education, youth work, public-private JPOs) e-services guidance, moving from EU-funded best practices, integrating them into the JOB Labyrinth game and Community of Practices to enable beneficiaries' skills as active job seekers.
- To develop and disseminate tools, guidelines, blended paths to build the capacities of EU actors on how to use e-tools and enable clients to access services and information.

HOW TO ACHIEVE THEM

In order to achieve these objectives, the Job Labyrinth project will develop, using gamification methodologies, an interactive game with which

- the user will be able to create his own avatar and begin a path to acquire skills and get into the labour market;
- the user will receive career guidance, information about the local bodies providing services to meet his working needs, an overview of the local labour market and a list of all the employment services close to him (public/private employment services, CNOS-FAP Job Service Offices, youth centers...);
- the beneficiary will receive support to write a successful CV and create his personal profile, based on his soft skills;
- a network among public/private employment centers, Vocational Education and Training and youth centers will be created in order to reach more young people, especially the most disadvantaged ones.

