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FINAL REPORT

SociallyAgile Pilot Phase and
Hackathon with EU Policy
Recommendations





I. Introduction:

- *Background and Context of the Project.*

The SociallyAgile project, a collaboration under the Erasmus+ Programme, is designed to address the rising concerns around youth unemployment, social entrepreneurship, and digital transformation in the EU. The project's foundation lies in recognising the critical role of youth in contributing to sustainable development and the economic and social resilience of communities.

The project was initiated against a backdrop of significant socio-economic challenges facing young people in the EU. Youth unemployment, already a major issue prior to the COVID-19 pandemic, has only been exacerbated by the economic downturn resulting from global lockdowns and disruptions. According to the European statistics highlighted in the project proposal, the unemployment rate among 15-29-year-olds rose sharply in the aftermath of the pandemic. This project aims to counteract these trends by promoting social entrepreneurship as a viable avenue for youth employment and community engagement.

The project's context is framed within the broader EU policy initiatives that emphasise digital transformation and social entrepreneurship as tools for social and economic development. The project recognises that young people, particularly those from marginalised backgrounds, are often excluded from mainstream economic opportunities and need more skills and support to become active participants in the economy. SociallyAgile aims to bridge this gap by providing targeted training and mentorship to young people, empowering them to start their social enterprises that address local community needs.

The project is also built on the principles of agile methodology, which allows for iterative and flexible approaches to problem-solving. By integrating this methodology into the training of young social entrepreneurs, SociallyAgile seeks to equip participants with the ability to adapt to changing circumstances, innovate continuously, and respond effectively to the needs of their communities. This approach is seen as particularly relevant given the dynamic nature of social problems and the need for ongoing innovation in the social entrepreneurship sector.





- **Objectives and scope of the pilot phase and Hackathon**

The SociallyAgile project was structured around several key phases, with the pilot phase and hackathon being crucial components in achieving its objectives. The pilot phase was designed to test the project's training and mentorship methodologies, as well as to refine the tools and resources developed to support young social entrepreneurs.

Pilot Phase Objectives

- 1. Testing and Validating Training Materials and Methodologies:** During the pilot phase, over 120 participants underwent the self-training processes outlined in the project's curriculum prepared by the project partners from four countries: Bulgaria, Cyprus, Latvia, and Poland. The educational material was provided on the Socially Agile Platform and is available to them online via <https://platformsociallyagile.eu/>. This phase helped identify gaps and areas for improvement in the training materials and methodologies, enabling the project team to fine-tune the learning experience to meet the participants' needs better.
- 2. Developing a Framework for Social Enterprise Incubation:** Throughout the pilot phase, the project team worked closely with the participants to help them develop viable business ideas within the social entrepreneurship space. This involved creating a structured process for ideation, prototyping, and testing social enterprise concepts. As a result, participants were able to gain practical experience in turning their ideas into potential business ventures.
- 3. Gathering Feedback and Refining the Programme:** Feedback from pilot participants was collected and used to make iterative improvements to the training programme and support systems, ensuring that the final version of the programme was as effective and impactful as possible. This feedback-driven approach enabled the project team to enhance the curriculum and tailor it to the diverse needs of young social entrepreneurs.

The hackathon, a key event within the pilot phase, took place on May 21st, 2024. It was an intensive, short-term initiative designed to foster creativity and innovation among participants. It was intended to encourage young people to brainstorm, develop, and present social enterprise ideas in a collaborative and supportive environment.





Hackathon Objectives

- 1. Promoting Collaborative Innovation:** During the hackathon, over 120 young participants worked in teams to identify social challenges and proposed innovative solutions that could be developed into viable social enterprises. This collaborative effort promoted teamwork and creative problem-solving.
- 2. Developing Entrepreneurial Skills:** The hackathon provided participants with practical experience in ideation, business planning, and pitching their ideas to potential investors and stakeholders. This hands-on experience was invaluable in helping participants build their entrepreneurial competencies and confidence.
- 3. Encouraging Cross-Border Collaboration:** The hackathon included participants from different countries, promoting cross-cultural collaboration and the exchange of ideas and best practices. This international engagement enriched the experience for all participants and highlighted the importance of diverse perspectives in social entrepreneurship.

The outcomes of the hackathon fed directly into the subsequent stages of the project, with the most promising ideas selected for further development and support through the SociallyAgile incubation and acceleration programme. This structured approach ensured that the project not merely provided training and mentorship but also actively supported participants in launching their social enterprises.

- *Importance of EU policy recommendations in the context of social entrepreneurship.*

EU policy recommendations play a crucial role in shaping the framework within which social entrepreneurship can flourish. These recommendations are designed to create an enabling environment that supports the growth and sustainability of social enterprises, recognising their potential to contribute to social cohesion, economic resilience, and sustainable development.

The SociallyAgile project is closely aligned with several key EU policy initiatives, including the European Social Economy Action Plan and the EU Youth Strategy 2019-2027. These policies emphasise the importance of empowering young people to become active participants in the economy and society and the need to create pathways for their engagement in social entrepreneurship.



Key EU Policy Recommendations Relevant to Social Entrepreneurship

Promotion of the Social Economy as a Driver of Social and Economic Change: *The European Commission recognises the social economy as a vital component of the EU's economic and social fabric. Social enterprises, with their focus on addressing social and environmental issues, are seen as key players in achieving the Sustainable Development Goals (SDGs). The SociallyAgile project supports this objective by fostering the development of social enterprises that address pressing community needs and contribute to social cohesion.*

Support for Youth Entrepreneurship and Innovation: *EU policies stress the importance of equipping young people with the skills and resources needed to become entrepreneurs. This includes providing access to training, mentorship, and funding opportunities. The SociallyAgile project addresses this recommendation by offering a comprehensive training programme that covers both business skills and social entrepreneurship principles and facilitating access to a network of mentors and potential investors.*

Digital Transformation and Resilience Building: *The EU Digital Strategy and the European Skills Agenda highlight the need for digital skills development and the integration of digital tools in entrepreneurship. The SociallyAgile project incorporates these elements by introducing participants to digital tools and platforms that can enhance their business development processes and by promoting digital literacy as a core component of social entrepreneurship.*

Inclusive Growth and Integration of Marginalised Groups: *EU policies emphasise the need for inclusive growth that ensures equal opportunities for all, particularly those from marginalised or disadvantaged backgrounds. The SociallyAgile project explicitly targets young people from such backgrounds, providing them with opportunities to develop their skills, gain confidence, and contribute to their communities through social entrepreneurship.*

The project's emphasis on using agile methodology is also aligned with EU policy recommendations around innovation and adaptability. Agile approaches, with their focus on iterative development and responsiveness to change, are seen as particularly relevant in the context of social entrepreneurship, where solutions must often be adapted to evolving social needs and challenges.





- **Importance of EU documents and reports when preparing the Socially Agile educational material for the Platform**

The five EU documents and strategies were essential in shaping the SociallyAgile educational materials, serving as foundational guidelines for content development. Each document provided valuable insights into policy frameworks, ensuring that the platform’s resources were aligned with the latest EU priorities for youth engagement and social entrepreneurship.

1. European Youth Strategy 2019-2027

Publication Date: December 18, 2018

Link: [European Youth Strategy 2019-2027](#)

Overview:

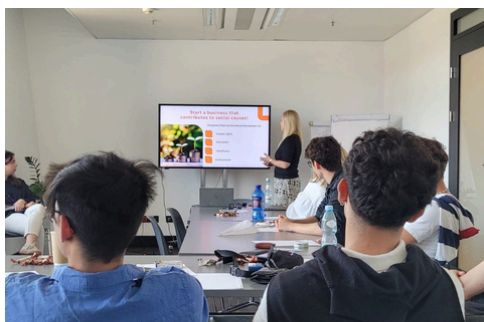
The European Youth Strategy 2019-2027 focuses on engaging, connecting, and empowering young people across Europe. Its primary objectives include promoting youth participation in civic, social, and economic life, enhancing their skills and competencies for employability, and ensuring social inclusion and equal opportunities for young people.

How It Refers to the SociallyAgile Project:

The strategy strongly emphasises youth empowerment, aligning with the SociallyAgile project’s focus on the critical role of youth-led social enterprises in driving social innovation and community engagement. By providing a structured approach to building entrepreneurial skills, the SociallyAgile project ensures that young people are well-equipped to actively participate in and contribute to societal development, fostering a new generation of social entrepreneurs who can address both local and global challenges.

Why It Was Important in Our Educational Materials:

Incorporating the European Youth Strategy into the project’s educational materials was crucial because it established a clear framework for understanding the broader objectives of youth engagement in social entrepreneurship. It helped shape the training modules to include components on personal development, social inclusion, and the enhancement of employability skills, ensuring that the content was aligned with EU priorities and maximised the impact on the participants.





2. European Green Deal

Publication Date: December 11, 2019

Link: [European Green Deal](#)

Overview:

The European Green Deal outlines the EU's strategy to make its economy sustainable by turning climate and environmental challenges into opportunities across all policy areas. It aims to promote sustainable growth models and practices, with a strong focus on leveraging innovation and technology to address environmental issues. The deal also encourages youth participation in environmental sustainability initiatives.

How It Refers to the SociallyAgile Project:

The Green Deal's emphasis on sustainable development and youth participation reflects SociallyAgile's findings on the vital role of youth-led social enterprises in promoting environmental sustainability and innovative solutions. The project supports the Green Deal's goals by empowering young social entrepreneurs to develop business models that contribute to environmental sustainability.

Why It Was Important in Our Educational Materials:

Integrating the principles of the European Green Deal into our educational materials provided participants with a comprehensive understanding of sustainability practices. This knowledge enabled them to design social enterprises that not only address community issues but also contribute to the broader objectives of environmental sustainability as outlined by the EU.

3. European Commission's "Youth Employment Support: A Bridge to Jobs for the Next Generation"

Publication Date: July 1, 2020

Link: [Youth Employment Support: A Bridge to Jobs for the Next Generation](#)

Overview:

This communication outlines the European Commission's response to youth unemployment, which the COVID-19 pandemic has exacerbated. It focuses on enhancing young people's skills to improve employability, encouraging youth entrepreneurship as a means to create jobs, and implementing targeted measures to support young people in transitioning from education to the labour market.

How It Refers to the SociallyAgile Project:

The communication's emphasis on youth entrepreneurship as a solution to youth unemployment aligns with SociallyAgile's approach to empowering young people through social entrepreneurship. By providing targeted support for youth-led initiatives, the communication mirrors the project's aim to create tailored support programmes that help young entrepreneurs develop sustainable and impactful businesses.



Why It Was Important in Our Educational Materials:

This document served as a critical reference in shaping the support mechanisms outlined in the project's educational materials. It informed the design of modules that focus on transitioning from education to entrepreneurship, providing participants with strategies to overcome employment barriers and succeed in the entrepreneurial space.

4. European Commission's "Action Plan on the Social Economy"

Publication Date: December 9, 2021

Link: [Social Economy Action Plan](#)

Overview:

The Action Plan on the Social Economy aims to enhance the role of social enterprises in addressing societal challenges, supporting the EU's priorities of fair, green, and digital transitions. Its key goals include improving policy and legal conditions to create a conducive ecosystem for social economy actors, facilitating access to markets and resources, and increasing recognition of the social economy's role in addressing social and environmental issues.

How It Refers to the SociallyAgile Project:

The Action Plan acknowledges the innovative potential of social enterprises and their capacity to drive positive change, reflecting SociallyAgile's findings on the innovative spirit inherent in youth-led social enterprises and their impact on community development. It outlines support measures for social enterprises, which resonate with the project's recommendations for tailored support mechanisms specifically designed to meet the needs of youth-led social enterprises.

Why It Was Important in Our Educational Materials:

The Action Plan provided a foundation for understanding the policy environment that supports social enterprises. This insight was integrated into the educational materials to help participants navigate the legal and financial landscapes, access resources, and leverage the opportunities presented by EU policies to sustain their social enterprises.

5. European Commission's "Flash Eurobarometer 513: Social Entrepreneurship and Youth"

Publication Date: March 2023

EU Institution: European Commission

Link: <https://europa.eu/eurobarometer/surveys/detail/2670>

Overview:

The Flash Eurobarometer report on "Social Entrepreneurship and Youth" presents findings from a survey conducted by Ipsos European Public Affairs, commissioned by the European Commission's Directorate-General for Employment, Social Affairs and Inclusion. The fieldwork took place between 10 and 20 October 2022, and a representative sample of 25,992 young people aged 15 to 30 from all 27 EU Member States were interviewed.



The report explores various aspects of social entrepreneurship among youth, including their familiarity with the concept, drivers and barriers to entrepreneurship, and the role of EU support in fostering youth-led social enterprises. It highlights the potential of young people to engage in social entrepreneurship and the importance of targeted measures to support their endeavours.

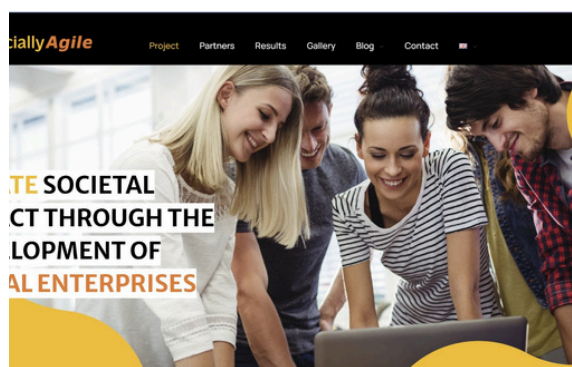
How It Refers to the SociallyAgile Project:

The report's findings align closely with the SociallyAgile project's observations on young people's attitudes and aspirations towards social entrepreneurship. It highlights that while many young people are interested in starting their businesses, they face numerous barriers, such as lack of funding, insufficient skills, and limited support structures. These barriers reflect the challenges identified by the SociallyAgile project, which emphasises the need for tailored support mechanisms that address the unique needs of youth-led social enterprises.

Why It Was Important in Our Educational Materials:

The insights from the Flash Eurobarometer 513 were instrumental in shaping the SociallyAgile project's training and support frameworks. By incorporating findings on the perceived challenges and motivators for youth entrepreneurship, the educational materials were tailored to prepare young social entrepreneurs better to navigate these challenges and leverage available resources effectively. The survey data also provided evidence-based support for the project's advocacy efforts, emphasising the importance of EU-level policies and programmes in facilitating the growth of youth-led social enterprises.

Together, these documents ensured that the educational content was comprehensive, addressing the diverse needs of young social entrepreneurs. By aligning with EU strategies, SociallyAgile was able to offer training materials that were relevant, impactful, and supportive of broader EU objectives. This alignment also enhanced the credibility and usability of the platform, encouraging more young people to engage with and benefit from its resources.





II. SociallyAgile Pilot Phase - detailed description & results:

- *Description of the pilot phase framework*

The pilot phase of the Acceleration Service Management System, conducted in April 2024, engaged over 129 young adults aged 20-35 from five different countries, with 20 participants from each country. This diverse group tested the SociallyAgile Platform, which aims to foster social entrepreneurship by offering training modules focused on social business models, agile methodology, and social business impact. The pilot's objectives were to assess participant engagement, the effectiveness of individualised learning modules, and the overall user experience of the platform. This pilot aimed to test the efficacy of the SociallyAgile Platform in delivering self-learning modules while evaluating the learning materials developed by the project partners. Materials included a mix of interactive content such as video presentations, quizzes, additional reading materials, and other multimedia resources.

Participants were encouraged to log in and begin their activities by mid-April, and their progress was continuously monitored. The support partners played a crucial role in motivating participants and assisting those who were less active. The training modules were designed for independent study, allowing participants to progress at their own pace. Flexibility was a key feature, accommodating individual schedules and preferences.

A universal feedback mechanism was implemented to gather participants' insights and experiences. The feedback was essential for understanding the platform's usability, the clarity of language, and the overall effectiveness of the training content. Additionally, the input aimed to identify any technical issues and gauge the quality and structure of the learning modules.

Clear communication channels were established to provide support and foster a positive learning environment. Partners proactively reached out to participants to address any challenges and ensure a smooth learning experience. Quality assurance measures were put in place to maintain the consistency and effectiveness of the learning modules and to address any technical difficulties encountered promptly.

The feedback questions covered various aspects of the platform and training modules, including design and user-friendliness, ease of navigation, clarity of language, and the impact of the training on participants' understanding of social entrepreneurship. Participants also provided insights into the content's organisation, the usefulness of additional resources, and the accessibility of reading materials. Their suggestions for improvements and extra features were valuable for enhancing the platform.



The results commentary provides a detailed analysis of the feedback received, highlighting areas of success and identifying opportunities for improvement. The insights gathered from this pilot phase will inform the ongoing development and refinement of the SociallyAgile Platform, ensuring it meets the needs of its diverse user base and effectively promotes social entrepreneurship.

- *Summary of Responses*

1. How would you rate the overall design and user-friendliness of the SociallyAgile Platform?

Responses:

- **Excellent:** 57 responses (44.19%)
- **Very good:** 57 responses (44.19%)
- **Satisfactory:** 14 responses (10.85%)
- **Needs improvement:** 1 response (0.78%)

Detailed Analysis:

- **Excellent:** Nearly half of the respondents found the platform's design and user-friendliness to be exceptional. These users likely had a seamless experience navigating the platform and appreciated its aesthetics and intuitive layout.
- **Very good:** Another 44.19% rated the platform as "Very good." These users were generally pleased with the platform but encountered minor issues or areas where they saw room for improvement.
- **Satisfactory:** 10.85% of the respondents rated the platform as "Satisfactory." This group found the platform to be acceptable but likely experienced notable issues that hindered their user experience, suggesting that the platform met their needs but stayed within expectations.
- **Needs improvement:** A small fraction, 0.78%, felt that the platform required improvement. These users encountered significant issues that affected their ability to use the platform effectively, highlighting specific areas that need attention to enhance overall user satisfaction.

Comment: The majority of users rated the platform as "Excellent" or "Very good," indicating a high level of satisfaction with its design and user-friendliness. However, the presence of "Satisfactory" and "Needs improvement" responses points to the existence of specific areas that could benefit from further refinement. Overall, the feedback is predominantly positive, but addressing the concerns of those who found the platform lacking can help improve the user experience for all.



2. Did you find it easy to navigate through different sections and features of the Platform?

Responses:

- **Yes, navigation was non-problematic:** 79 responses (62.20%)
- **Mostly, but some sections were a bit tricky:** 32 responses (25.20%)
- **Somewhat, I had to explore a bit to find everything:** 16 responses (12.60%)

Detailed Analysis:

- **Yes, navigation was non-problematic:** The majority of users, 62.20%, found the navigation to be smooth and easy, indicating a well-designed and intuitive user interface that met most users' expectations.
- **Mostly, but some sections were a bit tricky:** About 25.20% of respondents had a generally positive experience but encountered some difficulties in certain sections. This suggests that while the overall navigation is good, there are specific areas that may need simplification or improvement.
- **Somewhat, I had to explore a bit to find everything:** 12.60% of users found navigation somewhat challenging, needing to spend extra time studying to locate all the features. This indicates that there might be areas where navigation can be made more straightforward and accessible.

Comment: The feedback indicates that the platform's navigation could be more user-friendly. A significant majority found it non-problematic. However, a notable proportion of users needed help with specific tricky sections or required additional exploration. Addressing these navigation issues could further enhance the overall user experience.

3. Was the language used clear and easy to understand?

Responses:

- **Yes, everything was clear:** 76 responses (58.46%)
- **The majority of it was clear:** 48 responses (36.92%)
- **Not sure I understood all, but it was OK:** 5 responses (3.85%)
- **No, not really:** 1 response (0.77%)

Detailed Analysis:

- **Yes, everything was clear:** A significant majority, 58.46%, found the language used on the platform to be entirely transparent and easy to understand. This suggests that the communication style and terminology used are generally effective and accessible.
- **The majority of it was clear:** 36.92% of respondents felt that most of the language was clear, though there might have been some parts that were less so. This indicates that while the overall clarity is good, there are areas where the language could be improved for better comprehension.
- **Not sure I understood all, but it was OK:** A small percentage, 3.85%, had some difficulty understanding all the content but found it acceptable. This highlights a minor need for clearer explanations or simpler language in certain sections.
- **No, not really:** Only one respondent (0.77%) found the language unclear, indicating that this is a very rare issue but still worth addressing to ensure inclusivity.



Comment: The feedback shows that the language used on the platform is mainly clear and easy to understand, with nearly all users finding it satisfactory. However, to further improve user experience, attention should be given to the parts that were not entirely clear to some users. Ensuring consistent clarity across all sections will help in making the platform even more user-friendly.

4. On a scale of 1-5, can you tell us if the Platform contributed to your understanding of social entrepreneurship opportunities and ability to identify them, social business models, agile methodology, or social business impact (depending on which training module you tested)?

Responses:

- **5 (Yes, a lot!):** 48 responses (37.21%)
- **4:** 61 responses (47.29%)
- **3:** 15 responses (11.63%)
- **2:** 4 responses (3.10%)
- **1 (Not at all):** 1 response (0.78%)

Detailed Analysis:

- **5 (Yes, a lot!):** 37.21% of respondents felt that the platform significantly contributed to their understanding. This indicates that a substantial portion of users found the training modules highly effective in enhancing their knowledge and skills.
- **4:** Nearly half, 47.29%, rated the contribution as a 4, suggesting that while the platform was very helpful, there may be minor areas for improvement to reach the highest level of effectiveness.
- **3:** 11.63% of users rated their understanding increase as moderate, implying that while they found the helpful platform, it did not fully meet their expectations or needs.
- **2:** A small percentage, 3.10%, found the contribution to be minimal, indicating that these users did not gain much from the platform and might have faced challenges in fully utilising the content.
- **1 (Not at all):** Only one respondent (0.78%) felt that the platform could have contributed more to their understanding, suggesting that this is a rare issue but necessary to address to ensure inclusivity and effectiveness for all users.

Comment: The majority of users rated the platform's contribution to their understanding of social entrepreneurship and related topics as either 4 or 5, demonstrating a strong positive impact. However, a small percentage of users did not find it as beneficial, indicating potential areas for improvement. Focusing on enhancing the training modules and addressing the specific needs of users who rated lower can help maximise the platform's effectiveness.



5. How would you rate [Your level of knowledge on social entrepreneurship when starting the training module]?

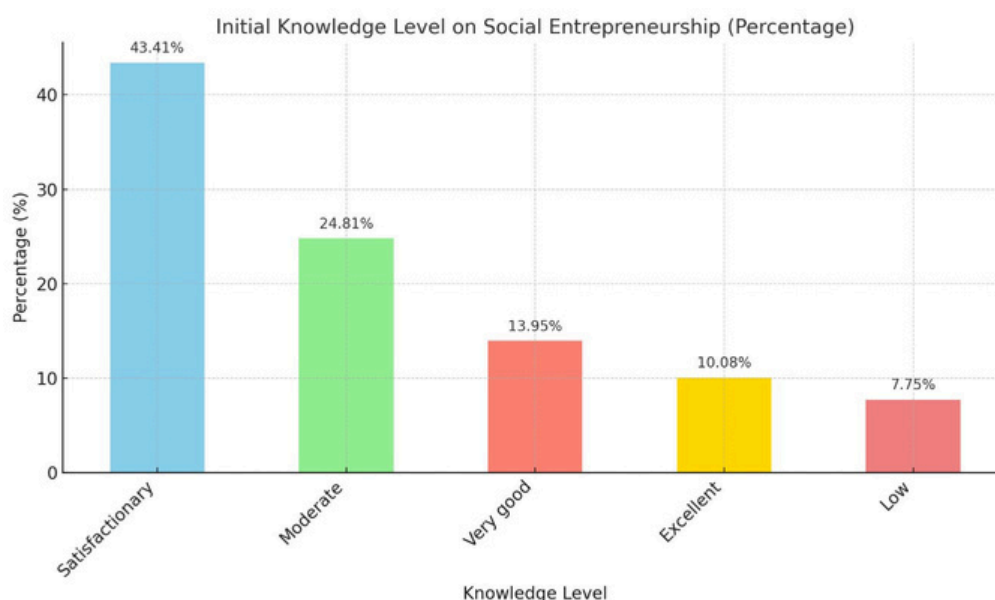
Responses:

- **Satisfactory:** 56 responses (43.41%)
- **Moderate:** 32 responses (24.81%)
- **Very good:** 18 responses (13.95%)
- **Excellent:** 13 responses (10.08%)
- **Low:** 10 responses (7.75%)

Detailed Analysis:

- **Satisfactory:** A plurality of respondents, 43.41%, rated their initial knowledge level as satisfactory. This suggests that many users had a basic understanding of social entrepreneurship before starting the training.
- **Moderate:** 24.81% of respondents felt their knowledge was moderate, indicating a fair level of familiarity with the concepts prior to the training.
- **Very good:** 13.95% of users considered their initial knowledge very good, showing that a notable segment already possessed strong expertise in the field.
- **Excellent:** 10.08% rated their knowledge as excellent, reflecting a high level of expertise among some users even before undertaking the training module.
- **Low:** 7.75% of respondents had low knowledge, highlighting a smaller group that likely benefited significantly from the introductory aspects of the training.

Comment: The majority of users started the training with at least a satisfactory level of knowledge about social entrepreneurship. While a significant portion already had moderate to excellent knowledge, the presence of users with low initial understanding underscores the importance of the training's foundational content. This diversity in initial knowledge levels suggests that the training module needs to cater to both beginners and more knowledgeable participants to be effective for all users.





6. How would you rate [Your level of knowledge on social entrepreneurship after finishing the training module]?

Responses:

- **Very good:** 62 responses (48.06%)
- **Satisfactory:** 36 responses (27.91%)
- **Excellent:** 23 responses (17.83%)
- **Moderate:** 7 responses (5.43%)
- **Low:** 1 response (0.78%)

Detailed Analysis:

- **Very good:** Nearly half of the respondents, 48.06%, rated their post-training knowledge as very good, indicating that the training module significantly improved their understanding of social entrepreneurship.
- **Satisfactory:** 27.91% found their knowledge level satisfactory after the training, suggesting that while they learned a lot, there might still be areas they need to work on.
- **Excellent:** 17.83% of users rated their post-training knowledge as excellent, showing a high level of confidence and understanding gained from the training.
- **Moderate:** 5.43% of respondents felt their knowledge was moderate, indicating a fair level of improvement but perhaps less than expected.
- **Low:** Only one respondent (0.78%) rated their knowledge as low after the training, indicating that the training may not have met their needs or expectations.

Comment: The majority of users reported a substantial improvement in their knowledge of social entrepreneurship after completing the training module, with nearly half rating it as very good and a significant portion finding it excellent. While most users benefited greatly from the training, a few did not experience as much improvement. Addressing the needs of these users could enhance the overall effectiveness of the training module.

7. How would you rate [Usefulness of the training module to your studies/work]?

Responses:

- **Very good:** 56 responses (43.41%)
- **Excellent:** 35 responses (27.13%)
- **Satisfactory:** 30 responses (23.26%)
- **Moderate:** 8 responses (6.20%)

Detailed Analysis:

- **Very good:** The largest group, 43.41%, rated the usefulness of the training module as very good, indicating that many users found the module highly beneficial to their studies or work.
- **Excellent:** 27.13% of respondents found the training module to be outstanding in its usefulness, demonstrating a high level of satisfaction and perceived value.



- **Satisfactory:** 23.26% of users rated the module as satisfactory, suggesting that while it was helpful, there may be aspects that could be improved to increase its usefulness.
- **Moderate:** A smaller percentage, 6.20%, found the training to be moderately helpful, indicating that these users may not have found the content as relevant or impactful for their needs.

Comment: The majority of users found the training module very good or excellent in terms of usefulness to their studies or work. However, a notable portion rated it as satisfactory or moderate, highlighting areas where the training could be enhanced to better meet the needs of all users. Ensuring the content is relevant and impactful across various user contexts can further improve the perceived value of the training module.

8. About the training module content, do you agree with that? [Module framework (5 Activities) was clear]

Responses:

- **Yes:** 77 responses (59.69%)
- **Absolutely!:** 26 responses (20.16%)
- **It was OK:** 25 responses (19.38%)
- **I don't know:** 1 response (0.78%)

Detailed Analysis:

- **Yes:** The majority, 59.69%, agreed that the module framework was evident, indicating general satisfaction with the training structure's clarity.
- **Absolutely!:** 20.16% strongly agreed that the framework was clear, showing a high level of confidence and satisfaction with the training module's clarity.
- **It was OK:** 19.38% felt that the framework could have been more transparent, suggesting areas for potential improvement in explaining the module activities.
- A very small percentage, 0.78%, were uncertain about the clarity of the module framework, indicating possible confusion or lack of engagement with the training content.

Comment: The feedback suggests that the majority of users found the module framework to be clear, with a significant portion expressing strong agreement. However, nearly 20% felt that the clarity was only moderate, and a minimal number were unsure. This points to opportunities for enhancing the explanation and presentation of the module activities to ensure that all users find them clear and understandable.

9. About the training module content, do you agree that.. [Content was well-organised and structured].

Responses:

- **Yes:** 55 responses (42.64%)
- **Absolutely!:** 41 responses (31.78%)



- **It was OK:** 32 responses (24.81%)
- **I don't know:** 1 response (0.78%)

Detailed Analysis:

- **Yes:** 42.64% of respondents agreed that the content was well-organized and structured, indicating general satisfaction with the training module's layout.
- **Absolutely!:** 31.78% strongly agreed, showing a high level of confidence in the organisation and structure of the module content.
- **It was OK:** 24.81% felt that the content could have been more well-structured, suggesting potential areas for improvement.
- **A very small percentage, 0.78%,** were unsure about the organisation and structure of the content, indicating possible confusion or lack of engagement.

Comment: The majority of users found the training module content to be well-organized and structured, with a significant portion expressing strong agreement. However, nearly a quarter of respondents felt that the organisation was just adequate, pointing to opportunities for refining the content layout and structure to enhance clarity and effectiveness. Ensuring all users find the content well-organized can further improve the training experience.

10. About the training module content, do you agree that.. [I liked the additional YouTube and video resources]

Responses:

- **Yes:** 68 responses (51.91%)
- **It was OK:** 30 responses (22.90%)
- **Absolutely!:** 29 responses (22.14%)
- **I don't know:** 4 responses (3.05%)

Detailed Analysis:

- **Yes:** A majority, 51.91%, agreed that they liked the additional YouTube and video resources, indicating a positive reception towards these supplementary materials.
- **It was OK:** 22.90% felt that the video resources were adequate but perhaps could have been more impactful, suggesting room for improvement in their quality or relevance.
- **Absolutely!:** 22.14% strongly agreed that they liked the video resources, showing high satisfaction and appreciation for these additional materials.
- **I don't know:** A small percentage, 3.05%, were unsure about the video resources, indicating possible indifference or lack of engagement with these materials.

Comment: The feedback indicates that the majority of users appreciated the additional YouTube and video resources provided in the training module, with a significant portion expressing strong agreement. However, nearly a quarter of respondents felt that the resources were just okay, and a few were unsure, pointing to opportunities for enhancing the quality and relevance of the video content to meet user expectations and needs better.



11. About the training module content, do you agree that.. [It was easy to access the additional reading material (Activity 4: Enlighten Me Reads)]

Responses:

- **Yes:** 58 responses (45.31%)
- **It was OK:** 35 responses (27.34%)
- **Absolutely!:** 33 responses (25.78%)
- **I don't know:** 2 responses (1.56%)

Detailed Analysis:

- **Yes:** The majority, 45.31%, agreed that the additional reading material was easy to access, indicating a generally positive experience with finding and using these resources.
- **It was OK:** 27.34% felt that accessing the reading material was adequate but not as seamless as it could be, suggesting areas for improving the ease of access.
- **Absolutely!:** 25.78% strongly agreed that accessing the reading material was accessible, showing high satisfaction with the accessibility of these resources.
- A small percentage, 1.56%, were unsure about the ease of access, indicating possible confusion or lack of engagement with the additional reading material.

Comment: The feedback indicates that most users found it easy to access the additional reading material, with a significant portion expressing strong agreement. However, a notable percentage felt the access was just adequate, and a few were unsure. This highlights opportunities for further streamlining the process to ensure all users can easily find and utilise the additional reading resources provided in the training module.

12. About the training module content, do you agree that.. [The test questions were easy to answer after the module].

Responses:

- **Yes:** 62 responses (47.69%)
- **It was OK:** 32 responses (24.62%)
- **Absolutely!:** 29 responses (22.31%)
- **I don't know:** 6 responses (4.62%)
- **No:** 1 response (0.77%)

Detailed Analysis:

- **Yes:** The majority, 47.69%, agreed that the test questions were easy to answer after completing the module, indicating that the module effectively prepared them for the assessments.
- **It was OK:** 24.62% felt that the questions were adequately easy but not as straightforward as they could be, suggesting some room for improvement in aligning the test questions with the module content.
- **Absolutely!:** 22.31% strongly agreed that the test questions were easy to answer, showing high confidence in their understanding and preparation.



- 4.62% were unsure about the ease of the test questions, indicating possible uncertainty or lack of clarity in the module's preparation.
- **No:** A very small percentage, 0.77%, found the questions difficult, highlighting a rare but essential concern that needs addressing to ensure inclusivity and comprehension for all users.

Comment: The feedback indicates that the majority of users found the test questions to be easy to answer after completing the module, with a significant portion expressing strong agreement. However, a notable percentage felt that the questions were just okay, and a few were unsure or found them challenging. This suggests opportunities for refining the alignment between the module content and the test questions to ensure all users feel adequately prepared and confident in their ability to answer the assessments.

13. Now, a question regarding the TOOLKIT section: Were the sources covered in Toolkit enough to support your journey to learn more about social innovation & social entrepreneurship?

Responses:

- **Somewhat, I found some valuable sources.:** 63 responses (48.84%)
- **Yes, the Toolkit sources were comprehensive and enriched my understanding.:** 62 responses (48.06%)
- **Not really, I felt the Toolkit could have included more helpful sources.:** 3 responses (2.33%)
- **I did not check the Toolkit.:** 1 response (0.78%)

Detailed Analysis:

- **I found some useful sources.** Nearly half, 48.84%, found some useful sources in the Toolkit, indicating that while there were helpful resources, their completeness or relevance could be improved for some users.
- **Yes, the Toolkit sources were comprehensive and enriched my understanding.:** Another 48.06% felt that the Toolkit was thorough and greatly enriched their understanding, showing that a substantial portion of users were highly satisfied with the resources provided.
- **Not really, I felt the Toolkit could have included more helpful sources.:** A small percentage, 2.33%, thought that the Toolkit was lacking in helpful sources, suggesting areas for enhancement in the breadth and depth of the resources included.
- **I did not check the Toolkit.** A very small percentage, 0.78%, did not engage with the Toolkit at all, indicating a minor need to encourage all users to explore and utilise the provided resources.

Comment: The feedback shows that most users found the Toolkit to be practical or comprehensive in supporting their learning journey. However, nearly half of the users felt that there was room for improvement in making the sources more relevant and comprehensive. Addressing these needs can enhance the overall value and effectiveness of the Toolkit for all users.

14. What improvements or additional features would you suggest to enhance the Platform?

Common Responses:

- **Mobile Version Improvements:** Multiple responses highlighted the need for improvements in the mobile version of the platform, including usability, bugs, and email registration issues.
- **Email Platform Support:** Several users suggested allowing registration with more email platforms, especially non-Gmail options.
- **Speed and Performance:** Some users mentioned the need for faster servers to resolve login and loading issues.
- **Content and Layout Adjustments:** A few users suggested breaking down information into smaller sections for more straightforward navigation and understanding.
- **Additional Languages:** There were requests for the inclusion of more languages to accommodate a diverse user base.
- **No Suggestions/Positive Feedback:** Many users indicated satisfaction with the platform's current state and did not have specific suggestions for improvement.

Comment: The feedback indicates that while many users are satisfied with the platform, there are several areas for improvement. The most common suggestions include enhancing the mobile version, supporting more email platforms for registration, improving speed and performance, and considering additional languages. Addressing these issues can help improve the overall user experience and accessibility of the platform.

15. Would you recommend the Socially Agile Platform and our training module to your friend?

Responses:

- **Absolutely!:** 62 responses (48.06%)
- **Yes:** 57 responses (44.19%)
- **Maybe:** 10 responses (7.75%)

Detailed Analysis:

- **Absolutely!:** Nearly half, 48.06%, of respondents would strongly recommend the platform and training module to their friends, indicating a high level of satisfaction and confidence in the platform.
- **Yes:** 44.19% of users would recommend the platform, showing that most users had a positive experience and found value in the platform and training module.
- **Maybe:** A smaller percentage, 7.75%, were uncertain about recommending the platform, suggesting that while they may have had a generally positive experience, there were some reservations or areas for improvement.

Comment: The majority of users are willing to recommend the Socially Agile Platform and its training module to others, reflecting overall satisfaction and trust in the platform's value. However, addressing the concerns and areas for improvement noted by the users who responded "Maybe" can help to convert these into more substantial recommendations, further enhancing the platform's reputation and user satisfaction.



Data on participants

Which country are you from?

Responses:

- **Bulgaria:** 72 responses (54.14%)
- **Poland:** 21 responses (15.79%)
- **Cyprus:** 17 responses (12.78%)
- **Greece:** 12 responses (9.02%)
- **Latvia:** 11 responses (8.27%)

What is your age?

Responses:

- **18-25:** 56 responses (43.08%)
- **under 18:** 52 responses (40.00%)
- **26-35:** 17 responses (13.08%)
- **over 36:** 5 responses (3.85%)



During the pilot phase, participants provided detailed feedback on various aspects of the platform. The results indicated that nearly 90% of participants rated the overall design and user-friendliness of the platform as either “Excellent” or “Very good.” Users appreciated the intuitive layout and ease of navigation, although a small percentage highlighted the need for improvements in specific sections. This feedback helped the project team identify areas where the platform’s navigation could be simplified, such as providing clearer signposting and structuring content into more manageable sections.

Participants also evaluated the clarity and comprehensiveness of the learning materials. The feedback indicated that 95% of participants found the language used in the modules to be clear and easy to understand, demonstrating the effectiveness of the communication style and terminology used. However, there were suggestions to simplify certain sections further to ensure that the content was accessible to all users, particularly those less familiar with social entrepreneurship terminology.

Another key focus of the pilot was the effectiveness of the training modules in enhancing participants’ understanding of social entrepreneurship and related topics. Over 80% of respondents indicated that the platform significantly contributed to their knowledge, with many expressing increased confidence in applying the concepts learned. Participants particularly valued the diverse mix of learning materials, including video resources, which enriched their learning experience.

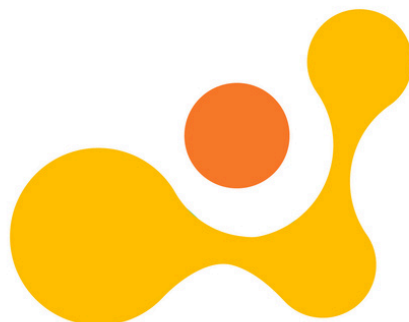


One notable success of the pilot phase was the positive reception of the additional resources provided in the platform’s “Toolkit” section. Nearly 50% of participants found the Toolkit sources to be comprehensive and highly supportive of their learning journey, while another 48% indicated that they found some useful sources. This feedback underscored the importance of providing a wide range of supplementary resources, which enabled participants to delve deeper into topics of interest and explore various aspects of social entrepreneurship.

In terms of improvements, participants highlighted the need to enhance the mobile version of the platform, address email registration issues, and expand the platform’s language options to accommodate a more diverse user base. Additionally, there were suggestions to include more interactive elements, such as discussion forums or peer review features, to facilitate greater engagement and collaboration among participants.

The overall outcomes of the pilot phase were highly positive, with 92% of participants indicating that they would recommend the SociallyAgile Platform to their peers. This high level of satisfaction reflects the platform’s effectiveness in delivering valuable content and supporting young people’s journey into social entrepreneurship. The insights gained from this pilot phase will be crucial in guiding the ongoing development of the platform, ensuring it remains responsive to user needs and continues to foster a strong community of young social entrepreneurs across Europe.

The SociallyAgile project team will use this valuable feedback to refine the learning materials and platform functionalities further. By addressing the areas for improvement identified in the pilot phase, the project aims to enhance the user experience, increase engagement, and provide even more effective support for aspiring social entrepreneurs in the future.





III. SociallyAgile Hackathon Highlights:

- *Organisation and execution of the Hackathon (Socially Agile Hackathon section).*

The SociallyAgile Hackathon, a central component of Work Package 4, was meticulously organised and executed to foster social entrepreneurship among young adults across Europe. Spearheaded by AAYA, the Hackathon was held virtually on 21st May 2024. Preparations for the event were completed by mid-April, ensuring that all necessary materials, information, and logistical details were in place for a seamless experience.

The Hackathon engaged **120 participants**, with individuals from each of the five participating countries: Bulgaria, Poland, Cyprus, Greece, and Latvia. These participants were divided into two groups per country: 10 active participants who contributed directly to the ideation and solution development process and 10 observers who provided feedback and learned from the process. This structure ensured a diverse and dynamic exchange of ideas and fostered an inclusive environment for all involved.

The primary focus of the Hackathon was on ideation, encouraging participants to brainstorm and develop innovative solutions to social challenges. The ideation process was structured around the fundamental aspects of social entrepreneurship, including identifying social problems, conceptualising viable business models, and scaling social startups. Participants utilised various tools and methodologies, including Canva presentations, to articulate and present their ideas effectively.

The event also featured a series of interactive sessions, including live online chats and video discussions with the host and experts. These sessions provided participants with valuable insights, guidance, and real-time feedback on their ideas. The collaborative atmosphere fostered creativity and innovation, resulting in a range of novel solutions aimed at addressing pressing community issues.

- *Ideation Focus and Innovative Solutions Generated*

The ideation phase of the Hackathon was designed to stimulate creative thinking and problem-solving among participants. Teams were encouraged to identify real-world community problems and develop practical, scalable solutions. Canva presentations allowed teams to articulate their ideas visually, making it easier to communicate their concepts and receive constructive feedback. Participants generated a variety of innovative solutions addressing diverse social issues. Some notable ideas included a digital platform for connecting volunteers with local NGOs, an app for

promoting mental health awareness and support among young adults, and a sustainable fashion initiative that upcycles discarded clothing into new, trendy items. These ideas were evaluated based on their feasibility, social impact, and potential for scalability.

The ideation process was not only about generating ideas but also about fostering an entrepreneurial mindset among the youth. Participants learned to analyse problems critically, think creatively, and develop practical solutions that could make a real difference in their communities. The Hackathon provided a platform for young entrepreneurs to showcase their talents, collaborate with peers from different countries, and gain valuable experience in social entrepreneurship.

• *Experiences Shared Among Participants*

The Hackathon was an incredible opportunity for participants to come together and share their experiences, insights, and perspectives. The diverse backgrounds of the participants enriched the discussions and expanded the range of solutions developed. Participants raved about the collaborative environment and the exchange of ideas, which they found to be incredibly valuable.

Many of the participants felt that the Hackathon significantly expanded their understanding of social entrepreneurship and gave them the confidence to pursue their ideas further. They particularly appreciated the feedback sessions, where they could refine their ideas based on expert advice and peer reviews.

The event also created a strong sense of community among participants. The use of the Community Tab in the WP3 Platform facilitated ongoing interactions, allowing participants to continue collaborating and sharing ideas beyond the Hackathon. This continuous engagement helped to sustain the momentum and enthusiasm generated during the event.

• *Post-Hackathon Engagement Initiatives*

Following the Hackathon, several initiatives were implemented to ensure sustained engagement and support for the participants. A key component was the selection of two promising ideas from each country to proceed to coaching sessions. These ideas were chosen based on their potential impact, feasibility, and innovation.

The virtual training and coaching sessions were conducted from June to the end of August 2024. Each selected team received tailored guidance from experienced mentors, focusing on refining their business models, developing implementation strategies, and preparing for potential



challenges. These sessions provided valuable insights and helped the teams enhance their social business ideas.

Additionally, ongoing collaboration among participants and partners was encouraged to foster a sense of community and shared learning. The Community Tab in the WP3 Platform continued to serve as a hub for interactions, discussions, and updates on the progress of social business ideas. This platform enabled participants to seek advice, share resources, and build networks that could support their entrepreneurial journeys.

The comprehensive reports submitted by partners at the end of the coaching phase provided detailed insights into the winning teams' progress and achievements. These reports included feedback from the teams, highlights of their accomplishments, and recommendations for further support. The continuous feedback loop established throughout the process ensured that participants received the necessary support and resources to succeed.





IV. Coaching Sessions and Refinement of Social Business Ideas:

The post-hackathon coaching sessions were a crucial component of the SociallyAgile project. They were designed to provide targeted support to the winning teams and help refine their social business ideas. These sessions, conducted over several weeks between June and August 2024, were led by experienced professionals with expertise in entrepreneurship and business development.

- *Overview of coaching sessions (Post-Hackathon Engagement - IDEA section)*

The coaching sessions were structured around five key areas essential for the success of social entrepreneurship projects:

1. Business model development
2. Market research and validation
3. Financial planning and budgeting
4. Marketing and branding
5. Preparing for presentation

Each session lasted approximately two hours and was conducted online via platforms like Microsoft Teams and Zoom, ensuring accessibility and flexibility for all participants. The use of collaborative tools such as Miro and Google Docs facilitated interactive brainstorming and real-time feedback.

The coaching sessions significantly impacted the winning teams' social business ideas. Through these sessions, participants refined their concepts, developed more robust business models, and gained a deeper understanding of the challenges and opportunities in the social entrepreneurship landscape.

- *Impact on winning teams' social business ideas*

The sessions helped international teams to:

1. Develop comprehensive business models using tools like the Business Model Canvas
2. Conduct thorough market research and competitor analysis
3. Create detailed financial plans and budgets
4. Craft effective marketing strategies and brand identities
5. Prepare compelling pitches for potential investors and partners



• *Lessons learned and recommendations for further support*

Several key lessons emerged from the coaching sessions:

1. The importance of tailored support: Each team had unique needs and challenges, highlighting the necessity for personalised mentoring approaches.
2. The value of practical, hands-on exercises: Activities such as creating financial projections and conducting mock pitches were particularly beneficial in translating theoretical knowledge into practical skills.
3. The need for ongoing support: While the coaching sessions were valuable, many teams expressed a desire for continued guidance as they pursue their ventures.

Recommendations for further support include:

1. Establishing a long-term mentorship program to provide ongoing guidance beyond the initial coaching phase.
2. Creating a peer-to-peer network for social entrepreneurs to share experiences and best practices.
3. Developing a resource hub with tools, templates, and guides that social entrepreneurs can access as they build their ventures.
4. Organizing regular check-ins and progress reviews to help teams stay accountable and overcome challenges.
5. Facilitating connections with potential investors, partners, and industry experts to help teams expand their networks and access resources.





V. Challenges and Solutions:

The SociallyAgile project, while successful overall, encountered several challenges during its implementation. Identifying these challenges and developing effective solutions was crucial for ensuring the project's success and providing valuable insights for future initiatives.

• Identification and discussion of challenges faced during the project

- 1. Diverse participant backgrounds:** The project involved young people from various countries with different levels of experience and knowledge in social entrepreneurship. This diversity, while enriching, posed challenges in delivering content that was relevant and accessible to all participants.
- 2. Online engagement:** Conducting the hackathon and coaching sessions entirely online presented challenges in maintaining participant engagement and fostering collaboration.
- 3. Language barriers:** With participants from multiple countries, language differences sometimes hindered effective communication and understanding.
- 4. Technical issues:** Some participants experienced difficulties with the online platform, particularly in its mobile version, which affected their ability to engage with the content fully.
- 5. Time constraints:** The limited duration of the coaching sessions (10 hours per team) made it challenging to cover all necessary topics in depth.
- 6. Balancing social impact and financial sustainability:** Many teams struggled to find the right balance between their social mission and the need for financial viability.

• Strategies employed to address challenges and ensure project success

To address these challenges and ensure the project's success, several strategies were employed:

- 1. Tailored content delivery:** The coaching sessions were customised to meet the specific needs of each team, allowing for a more targeted and effective learning experience.
- 2. Interactive online tools:** The use of collaborative platforms like Miro and Google Docs helped to increase engagement and facilitate real-time collaboration during online sessions.
- 3. Multilingual support:** Where possible, materials were provided in multiple languages, and translators were made available to assist with communication.
- 4. Technical support:** A dedicated team was established to address technical issues promptly and provide guidance on using the online platform.
- 5. Focused and efficient sessions:** The coaching sessions were carefully structured to maximise the use of limited time, with clear objectives and deliverables for each session.



6. Emphasis on sustainable business models: Coaches worked with teams to develop business models that balanced social impact with financial sustainability, drawing on best practices from successful social enterprises.

7. Continuous feedback loop: Regular feedback was collected from participants, allowing for quick adjustments to the program as needed.

These strategies not only helped overcome immediate challenges but also contributed to the overall success of the project, ensuring that participants received maximum value from their involvement in SociallyAgile.





VI. EU Policy Recommendations:

- **Detailed presentation of policy recommendations addressing unemployment and social problems.**

Key EU Policy Recommendations for Addressing Youth Unemployment and Promoting Social Entrepreneurship

1. Strengthening the Social Economy Through Enhanced Policy and Legal Frameworks

The EU should prioritise the development of comprehensive policy and legal frameworks that support the growth and sustainability of the social economy. These frameworks, which include clear definitions and criteria for social enterprises, facilitation of access to funding and resources, and creation of tax incentives, would not only create a more conducive environment for social economy actors but also stimulate economic growth. By encouraging the establishment and expansion of social enterprises, the EU can promote social cohesion and resilience across Member States, thereby enhancing the overall economic and social fabric of the EU.

Alignment with the SociallyAgile Project: These recommendations are not made in isolation but are informed by the findings of the SociallyAgile project. This project, which highlighted the need for a structured policy environment to support youth-led social enterprises, serves as a credible basis for the proposed legal and policy frameworks. By aligning with the insights of the SociallyAgile project, we can enhance the legitimacy and visibility of these enterprises, helping them to thrive and create lasting social impact.

2. Promoting Youth Empowerment Through Targeted Support Mechanisms

EU policies should include targeted support mechanisms that empower young people to become active participants in the social economy. This can be achieved by providing grants, low-interest loans, and business development services tailored to the specific needs of youth-led social enterprises. Additionally, establishing mentoring programmes and creating peer networks would further support young entrepreneurs in overcoming the unique challenges they face. These initiatives should be complemented by the inclusion of entrepreneurship education in formal curricula to ensure that young people are equipped with the skills and knowledge needed to launch and sustain social enterprises.

Alignment with the SociallyAgile Project: The SociallyAgile project emphasised the importance of providing young entrepreneurs with the resources and support they need to succeed. Tailored support mechanisms would bridge the gap between youth and economic opportunities, enabling them to contribute meaningfully to their communities.



3. Enhancing Digital Competencies and Literacy for Young Social Entrepreneurs

In line with the EU's Digital Strategy, policies should focus on enhancing digital competencies among young social entrepreneurs. This includes providing access to digital tools and training that enable young people to leverage technology in their business processes and to engage with digital markets effectively. Digital literacy is essential for navigating the contemporary business environment, and equipping young people with these skills will ensure they can maximise the potential of digital platforms for social impact.

Alignment with the SociallyAgile Project: The SociallyAgile project integrated digital tools and platforms into its training modules, recognising the critical role of technology in business development. Supporting young people in building digital competencies will enable them to innovate and scale their social enterprises more effectively.

4. Facilitating Access to Markets and Funding for Social Enterprises

The EU should implement measures to improve access to markets and funding for social enterprises, particularly those led by young people. This could involve the creation of dedicated funding programmes for social enterprises, the promotion of social procurement practices, and the establishment of social impact bonds that incentivise private investment in social entrepreneurship. Additionally, policies should promote the inclusion of social enterprises in public procurement processes, enabling them to compete on an equal footing with traditional businesses. This recommendation is a direct result of the mentoring sessions held with the winners of the best social business ideas from the hackathon, where participants emphasised the challenges they face in accessing markets and securing sustainable funding.

Alignment with the SociallyAgile Project: Limited access to markets and funding was identified as a significant barrier for youth-led social enterprises during the SociallyAgile project's pilot phase. Addressing these barriers through targeted EU policies would help young entrepreneurs gain a foothold in the market and attract the financial support needed to scale their impact.

5. Supporting Cross-Border Collaboration and Knowledge Exchange

EU policies should actively encourage cross-border collaboration and knowledge exchange among social entrepreneurs. The EU's role in facilitating this through the creation of online platforms and networks, as well as the establishment of EU-funded exchange programs and joint projects, is crucial. This involvement would foster a sense of European solidarity and enable young people to collaborate on solving common social challenges, making the audience feel the importance of their participation.



Alignment with the SociallyAgile Project: Cross-border collaboration was a key component of the SociallyAgile project, with participants from different EU countries working together on various initiatives. Supporting such collaboration at the policy level would enhance the exchange of ideas and promote innovative solutions to social problems.

6. Promoting Inclusive Growth and Full Integration of Marginalised Groups

EU policies should take a proactive role in promoting inclusive growth by ensuring that social enterprises can support the full integration of marginalised and disadvantaged groups. This includes providing targeted training and employment opportunities for individuals from underrepresented backgrounds, such as ethnic minorities, people with disabilities, and those from economically disadvantaged areas. Policies should also encourage social enterprises to develop products and services that address the specific needs of these groups. By championing these initiatives, the EU can lead the way in reducing inequalities and promoting social justice across the EU.

Alignment with the SociallyAgile Project: The SociallyAgile project targeted young people from diverse backgrounds, emphasising the importance of inclusion and equal opportunity. Supporting social enterprises in promoting inclusive growth would help to reduce inequalities and promote social justice across the EU.

7. Encouraging Sustainable Development Through Social Entrepreneurship

EU policies should support social enterprises in contributing to sustainable development by promoting business models that prioritise environmental and social outcomes. This support, which can be in the form of funding for green and sustainable projects, tax incentives for environmentally friendly practices, and incorporation of sustainability criteria into public procurement processes, would inspire the audience with the potential of social enterprises to make a significant contribution to sustainable development.

Alignment with the SociallyAgile Project: The SociallyAgile project's focus on sustainability aligns with the EU's Green Deal objectives. Encouraging social enterprises to adopt sustainable business practices would contribute to the EU's broader goals of environmental protection and climate action.





8. Promoting Entrepreneurship Education and Lifelong Learning

EU policies should promote entrepreneurship education at all levels of the education system, from primary school through to university and vocational training. This includes integrating entrepreneurship modules into existing curricula, offering specialised courses on social entrepreneurship, and providing opportunities for practical, hands-on learning through internships and mentoring programmes. Lifelong learning opportunities should also be available to enable individuals to continuously update their skills and knowledge as the social economy evolves.

Alignment with the SociallyAgile Project: The SociallyAgile project strongly emphasises entrepreneurship education as a means of empowering young people. Promoting entrepreneurship education at the policy level would ensure that young people are equipped with the skills needed to create and sustain successful social enterprises.

9. Promoting Inclusive and Participatory Policy Development

The EU should involve young people and representatives from social enterprises in the development of policies that impact the social economy. This could be achieved through regular consultations, focus groups, and advisory panels that ensure the voices of young social entrepreneurs are heard and considered in policymaking processes. Such participatory approaches would ensure that policies are relevant, effective, and responsive to the real needs of social entrepreneurs.

Alignment with the SociallyAgile Project: The SociallyAgile project underscored the importance of including young people in the development of educational and policy frameworks. Involving youth in policy development would ensure that EU policies are more inclusive and better aligned with the aspirations of young social entrepreneurs.

VII. Recommendations for Future Initiatives:

- *Suggestions for sustaining and enhancing similar projects in the future.*

Based on the experiences and outcomes of the SociallyAgile project, several recommendations can be made for future initiatives aimed at promoting social entrepreneurship among young people in Europe:

1. **Extend the duration of coaching support:** Consider implementing a longer-term mentorship program that provides support beyond the initial intensive coaching phase. This could include regular check-ins, ongoing workshops, and access to expert advice for a period of 6-12 months after the initial program.
2. **Enhance digital infrastructure:** Invest in robust, user-friendly digital platforms that can support both synchronous and asynchronous learning. This should include mobile-optimized versions to ensure accessibility for all participants, regardless of their device preferences.
3. **Incorporate more peer-to-peer learning opportunities:** Facilitate more structured peer-to-peer interactions, such as peer mentoring or collaborative problem-solving sessions. This can help foster a sense of community and enable participants to learn from each other's experiences.
4. **Develop a comprehensive resource library:** Create a curated collection of tools, templates, case studies, and best practices that participants can access throughout their entrepreneurial journey. This library should be regularly updated to reflect the latest trends and insights in social entrepreneurship.
5. **Strengthen partnerships with local ecosystems:** Collaborate more closely with local incubators, accelerators, and social enterprise networks to provide participants with ongoing support and opportunities within their local contexts.
6. **Implement a blended learning approach:** When possible, combine online learning with in-person workshops or meetups to foster stronger connections and hands-on learning experiences.
7. **Enhance impact measurement:** Develop more robust mechanisms for tracking the long-term impact of the program on participants and their social enterprises. This could include regular follow-ups and case study development to showcase success stories and learnings.
8. **Expand language support:** Offer materials and mentoring in a wider range of languages to better accommodate the linguistic diversity of participants across Europe.
9. **Integrate more real-world challenges:** Partner with corporations, NGOs, or government agencies to present participants with actual social challenges to solve, providing a more authentic learning experience.
10. **Foster a community of practice:** Create an alumni network and ongoing community for past participants to continue sharing experiences, resources, and opportunities.



By implementing these recommendations, future initiatives can build upon the successes of the SociallyAgile project while addressing areas for improvement. This will help ensure that young social entrepreneurs receive comprehensive, effective support as they work to create positive change in their communities and beyond.



VIII. Conclusion:

- *Summarisation of the overall success of the SociallyAgile Pilot Phase and Hackathon.*
- *Acknowledgement of contributors and supporters.*

The SociallyAgile Pilot Phase and Hackathon have demonstrated remarkable success in fostering social entrepreneurship among young adults across Europe. The project has effectively addressed key objectives outlined in the European Youth Strategy 2019-2027 and the European Social Economy Action Plan, particularly in empowering youth to become active participants in the social economy.

The pilot phase engaged over 120 participants from five countries, providing them with comprehensive training on social entrepreneurship through an innovative online platform. The high satisfaction rates reported by participants, with nearly 90% rating the platform's design and user-friendliness as "Excellent" or "Very good," underscore the effectiveness of the project's approach to online learning.

The Hackathon served as a dynamic culmination of the learning process, bringing together diverse groups of young people to generate innovative solutions to pressing social challenges. The event not only fostered creativity and collaboration but also provided a platform for participants to apply their newly acquired knowledge in a practical setting.

The subsequent coaching sessions for winning teams demonstrated the project's commitment to providing sustained, tailored support. These sessions helped refine business ideas, develop robust financial plans, and prepare teams for the challenges of launching and scaling social enterprises. The positive feedback from participants and the tangible progress made by teams like ALL IN and Clothcraft highlight the value of this personalised mentoring approach.

Moreover, the project's emphasis on digital skills, cross-border collaboration, and sustainable business practices aligns closely with key EU priorities, including the European Green Deal and the EU Digital Strategy. By integrating these elements into its curriculum and activities, SociallyAgile has equipped young entrepreneurs with the tools and mindset needed to contribute to a more inclusive and sustainable European economy.



The challenges faced during the project, such as diverse participant backgrounds and online engagement issues, were met with innovative solutions, demonstrating the project's agility and commitment to continuous improvement. These experiences have provided valuable insights for future initiatives in the field of social entrepreneurship education. In conclusion, the SociallyAgile Pilot Phase and Hackathon have made a significant contribution to nurturing the next generation of social entrepreneurs in Europe.

By providing accessible education, fostering innovation, and offering targeted support, the project has laid a strong foundation for youth-led social enterprises that have the potential to drive positive change in communities across the continent. As the project moves forward, the lessons learned and recommendations generated will undoubtedly inform and enhance future efforts to support social entrepreneurship and address pressing social challenges in Europe.





IX. Contact Information:

- *Contact details for further inquiries or collaboration.*

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