



WORK, RESEARCH AND INNOVATION FOR TOMORROW'S ENTREPRENEURS

Newsletter no. 3, May 2016



Launched in August 2015, the Erasmus+ project **Work, Research and Innovation for Tomorrow's Entrepreneurs (WRITE)** aims to reduce the education dropout by investing into a training that is more consistent with the needs and expectations of young people and the labour market, in order to promote growth and employment and facilitate social inclusion of youth.

With this project we want to make learning more fun and certainly more effective through **gamification**.

Project partners have been conducting a second survey, this time addressing the employers. The main aim was to better understand the competences required by the labour market from young professionals. The research focused on the partners' countries: Italy, Slovakia, Czech Republic, Greece and Bulgaria.

The data emerging from the survey show that it is difficult for employers to find young people with the skills needed to enter the labour market.

For more information on specific country reports, please contact: lformt@gmail.com

Employers identified key horizontal skills that youth should possess when approaching the labour market: a good knowledge of English language, communication skills (i.e. ability to express a point of view, problem-solving skills, business communication competences) and IT skills are amongst the competences most valued by employers operating in a number of different fields.

Employers advise schools to invest in teaching properly these skills making sure that when youth leaves the educational system has the ability and confidence to use professional communication skills independently.

The labor market also complains about the lack of specific professional skills. These, however, being linked to the core business of each company can be more easily filled with targeted hands-on training carried out in-house. Apprenticeships and internships are considered key during education so to give students an insight into the real working environment and understand by themselves which skills they may need the most.

However, given that professional training is not a key requirement for first-time employees, a high number of employers prefer that the young professionals already have good linguistic, communication and IT skills and the ability to use them in a working environment.

In the framework of the WRITE project, the skills identified as priorities for the labor market will be object of a number of learning kits presented on a gamified platform aimed at making learning more attractive for youth. In the next newsletters we will be giving more details on this learning tool.



Between the 13th and 15th April 2016, the team of WRITE met in Matera (Italy) at the third international project meeting.

