



Re-motivate young NEET women to enter the labour market by building their personal branding through gamified training

Our project's results

01

Awareness about the needs of young female NEETs and current situation in the labour market.

02

Implementation of game-based and experiential training methods for employability upskilling of NEET women.

03

Adoption of open software in youth education.

04

Minimizing E&T dropouts while supporting the wellbeing of women and establishing their re-engagement in EU societies.

05

Opening a dialogue for policy recommendations about youth activation with a focus on gender equality and NEET reinclusion.

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