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ERASMUS+ KA210 SMALL-SCALE PARTNERSHIPS IN YOUTH

“The Role of Entrepreneurship in Sports” (RES)



Table of Contents

Introduction	3
Good practices	4
Denmark	4
Danish Sports Entrepreneurship Initiative (DSEI)	4
Sports Lab Copenhagen	5
Nordic Sports Innovation Summit	7
Kollektiv	9
RATOONG	12
Italy	15
SPORT UP! FROM SPORT TO START-UP	15
Basket for Women	17
PUNCH: how to save minors at risk	19
Upcycling Europe- Sharing good practices on Circular Economy through European Partnership	20
Extraordinary social change through sport	23
Romania	24
Sports Hub	24
Ludicon	27
Development of a gamification based social entrepreneurship training program for sportsman	29
Sport pentru Impact Social – Sports for Social Impact	31
Move Mountains	34
Sweden	36
Inclusion of sport for new arrivals in Malmo	36
More than just football' - An initiative for new arrivals that counteracts passivation	37
Inclusion of sport at work in Sweden	39
Promoting cycling to women foreigners to go to work	40
Inclusion of young people with disabilities through sport	41
The horse speaks all languages	43
Final survey results	45
Denmark	45
Italy	47
Romania	50
Sweden	52

Introduction

RES aims at addressing on the priorities of promoting entrepreneurship and social entrepreneurship education through cooperation among countries affected by massive youth unemployment phenomena. This will be achieved by a concrete focus on Sport entrepreneurship, fostering entrepreneurial and social entrepreneurial empowerment and concrete transition from ideas to action in the field of Sport Entrepreneurship among youth, in combination with NFE methodologies targeting young people with a migrant background.

Project objectives:

- To provide a comprehensive methodology of empowerment and entrepreneurial development employing Sport methods, in connection with NFE methodologies, to provide young people with soft/transversal skills and attitudes forming essential part of a mind-set oriented to social business.

- Aiming at the development and concrete application of creative "ordinary" thinking through Digital Storytelling which is the most preferred in the development of entrepreneurial skills, competencies and attitudes, planning and communication skills.

- To use Self Branding Set of instruments and activities designed planning and development of own personal communication strategy (particularly on Social Media instruments) and acquisition of related digital competence in order to give a skills to target group.

Good practices

Denmark

Danish Sports Entrepreneurship Initiative (DSEI)

<p>The Role of Entrepreneurship in Sports: A New Perspective on Young People (RES)</p> <p>Project Number: 2021-2-DK01-KA210-YOU-000049508 <i>National Level Best practices Research</i></p>	
<p>Name: <i>Project/Programme Title</i></p>	Danish Sports Entrepreneurship Initiative (DSEI)
<p>When: <i>When the project/programme was implemented (please specify if the project/programme is still ongoing)</i></p>	2018
<p>Where: <i>Where the project/programme is/ was held (city, country)</i></p>	Denmark
<p>Who: <i>Name of the Coordinating Entity</i></p>	Danish Ministry of Culture, in collaboration with the Danish Sports Federation and local sports associations
<p>Objectives: <i>General and Specific Project Objectives</i></p>	<ul style="list-style-type: none"> • Foster entrepreneurship within the sports sector • Support innovative sports startups and initiatives • Promote economic growth and job creation in the sports industry • Enhance the competitiveness of Danish sports businesses globally
<p>Stakeholders of the project: <i>People and institutions contributing to the implementation of the project/programme</i></p>	<ul style="list-style-type: none"> • Danish Ministry of Culture • Danish Sports Federation • Local sports associations • Sports entrepreneurs and startups • Professional athletes • Sports industry suppliers and service providers • Government agencies and institutions
<p>Beneficiaries: <i>Which target group was involved (please specify the legal status and how many people were reached)</i></p>	<ul style="list-style-type: none"> • Sports entrepreneurs and startups • Athletes seeking entrepreneurial opportunities • Local sports associations and clubs • Sports industry professionals • Danish economy through job creation and increased revenue

<p>Financing: <i>Budget and Program which financed the project/programme</i></p>	<p>Government funding allocated by the Danish Ministry of Culture Public-private partnerships with corporate sponsors and investors Grants and subsidies for eligible sports business projects Revenue generated through membership fees and event sponsorships</p>
<p>Description: <i>Detailed of the project/programme (please specify the activities/sessions/modules and methodologies implemented)</i></p>	<p>The Danish Sports Entrepreneurship Initiative (DSEI) is a government-led program that aims to promote entrepreneurship and innovation within the sports industry in Denmark. It provides support and resources for sports startups, connects them with mentors and industry experts, and facilitates access to funding opportunities. DSEI also organizes networking events, workshops, and training programs to enhance the skills and knowledge of sports entrepreneurs</p>
<p>Results achieved: <i>Describe the quantitative and qualitative results achieved</i></p>	<p>Increased number of sports startups and innovative projects in Denmark Creation of new job opportunities within the sports industry Enhanced competitiveness of Danish sports businesses in the global market Growth of the sports entrepreneurship ecosystem in Denmark</p>
<p>Innovation: <i>Specific Characterisation of the project/programme in the field of upskilling adult migrants</i></p>	<p>Encouraging cross-sector collaborations between sports and technology, sports and healthcare, etc. Embracing emerging technologies such as virtual reality, wearable devices, and data analytics in sports entrepreneurship Promoting sustainable and eco-friendly practices within the sports industry</p>
<p>Empowerment: <i>Describe the specific impact generated by the project/programme in terms of empowerment</i></p>	<p>Empowering athletes to become entrepreneurs and leverage their skills and experiences Providing resources and mentorship to sports startups, empowering them to scale and succeed</p>
<p>Website: <i>Link of the project/programme (if available)</i></p>	<p>//</p>
<p>Contacts: <i>(if available)</i></p>	<p>//</p>

Sports Lab Copenhagen

The Role of Entrepreneurship in Sports: A New Perspective on Young People | (RES)

Project Number: 2021-2-DK01-KA210-YOU-000049508 <i>National Level Best practices Research</i>	
Name: <i>Project/Programme Title</i>	Sports Lab Copenhagen
When: <i>When the project/programme was implemented (please specify if the project/programme is still ongoing)</i>	2019
Where: <i>Where the project/programme is/was held (city, country)</i>	denmark
Who: <i>Name of the Coordinating Entity</i>	Sports Lab Copenhagen ApS
Objectives: <i>General and Specific Project Objectives</i>	<ul style="list-style-type: none"> • Foster innovation and entrepreneurship at the intersection of sports and technology • Support sports tech startups and scale-ups in Denmark • Enhance collaboration between sports organizations, technology companies, and investors • Position Denmark as a leading hub for sports technology and entrepreneurship
Stakeholders of the project: <i>People and institutions contributing to the implementation of the project/programme</i>	<ul style="list-style-type: none"> • SportsTech Denmark Association • Danish Sports Confederation • Danish technology companies • Sports organizations and clubs • Investors and venture capitalists • Universities and research institutions
Beneficiaries: <i>Which target group was involved (please specify the legal status and how many people were reached)</i>	<ul style="list-style-type: none"> • Sports tech startups and scale-ups • Athletes and sports organizations seeking innovative solutions • Investors looking for sports tech investment opportunities • Danish economy through job creation and increased exports
Financing: <i>Budget and Program which financed the project/programme</i>	Government grants and subsidies Corporate sponsorships and partnerships Membership fees from the SportsTech Denmark Association Private investments and venture capital funding
Description: <i>Detailed of the project/programme (please specify the activities/sessions/modules)</i>	We are a Copenhagen based hub, network and consultancy house with the mission to support and develop the Nordic sports innovation eco-system. Our vision is simple yet ambitious, we want to create the ideal environment to inspire and support ambitious

<i>and methodologies implemented)</i>	<p>innovators and entrepreneurs on their journey to drive innovation in and through sports. To achieve this, we are creating a one-stop shop for all stakeholders and a seamless pathway from university incubation environments to international scale-ups.</p> <p>Our members and clients are on a mission to bring about positive societal change and breaking ground in the ways that sport is experienced by athletes and fans.</p> <p>Highly experienced in the development of sports assets through value and business generating activities and partnerships, we also provide expertise in the form of international advisory and consulting services at both strategic and operational levels.</p> <p>We place a special focus on solutions that impact the UN Sustainable Development Goals by harnessing the Nordic values and approach to a healthy lifestyle and environmentally aware, well-integrated, inclusive, socially and physically active communities.</p>
<p>Results achieved: <i>Describe the quantitative and qualitative results achieved</i></p>	<p>Accelerated growth of sports tech startups in Denmark</p> <p>Increased collaboration between sports organizations and technology companies</p> <p>International recognition of Denmark as a leading sports tech hub</p> <p>Creation of jobs and revenue within the sports technology sector</p>
<p>Innovation: <i>Specific Characterisation of the project/programme in the field of upskilling adult migrants</i></p>	<p>Embracing emerging technologies such as artificial intelligence, virtual reality, and wearable devices in sports innovation</p> <p>Focus on data analytics, sports performance optimization, fan engagement, and digital broadcasting solutions</p> <p>Encouraging research and development in sports technology through partnerships with universities and research institutions</p>
<p>Empowerment: <i>Describe the specific impact generated by the project/programme in terms of empowerment</i></p>	<p>Empowering athletes and sports organizations to adopt and benefit from sports technology solutions</p> <p>Providing resources and support for sports tech startups to succeed and scale their businesses</p>
<p>Website: <i>Link of the project/programme (if available)</i></p>	<p>https://www.sportslab.sport/</p>
<p>Contacts: <i>(if available)</i></p>	<p>hello@sportslab.sport</p>

Nordic Sports Innovation Summit

The Role of Entrepreneurship in Sports: A New Perspective on Young People | (RES)

Project Number: 2021-2-DK01-KA210-YOU-000049508

<i>National Level Best practices Research</i>	
Name: <i>Project/Programme Title</i>	Nordic Sports Innovation Summit
When: <i>When the project/programme was implemented (please specify if the project/programme is still ongoing)</i>	2018
Where: <i>Where the project/programme is/was held (city, country)</i>	Copenhagen, Denmark
Who: <i>Name of the Coordinating Entity</i>	University of Southern Denmark's Department of Sports Science and Clinical Biomechanics and Sports Lab Copenhagen.
Objectives: <i>General and Specific Project Objectives</i>	<ul style="list-style-type: none"> • Foster innovation and entrepreneurship in the sports industry • Support sports startups and entrepreneurs in developing innovative solutions • Facilitate collaboration between sports organizations, businesses, and academia • Drive economic growth and job creation in the sports sector
Stakeholders of the project: <i>People and institutions contributing to the implementation of the project/programme</i>	<ul style="list-style-type: none"> • Sport and Innovation Hub Denmark • Copenhagen Municipality • Local sports organizations and clubs • Sports technology companies • Investors and venture capitalists • Sports industry professionals
Beneficiaries: <i>Which target group was involved (please specify the legal status and how many people were reached)</i>	<ul style="list-style-type: none"> • Sports startups and entrepreneurs • Sports organizations seeking innovative solutions • Local sports community and athletes • Aarhus economy through job creation and increased innovation
Financing: <i>Budget and Program which financed the project/programme</i>	E+ funding Partnerships with corporate sponsors and investors Grants from government agencies and research institutions Membership fees and sponsorships from startups and businesses
Description: <i>Detailed of the project/programme (please specify the activities/sessions/modules)</i>	This year's summit will specifically focus on social sustainability in sports through the lenses of physical activity, movement-based health, mental health, sports performance, and inclusion, as key levers of human development and wellbeing. We will thereby exemplify the

<i>and methodologies implemented)</i>	<p>Nordic approach to a healthy lifestyle underpinned by inclusive, and socially and physically active communities.</p> <p>Showcase your sports & health related product or service and further develop it or come with your idea of a product or service for design maturation! A workshop that will use the latest design methods to mature your product or service. Our expert partners in sports design and engineering from five different European universities will be facilitating the workshop using the latest knowledge in the areas of sports and movement design. A grand opportunity for start-ups, corporates, NGOs, other organisations, and university researchers from across the Nordics and beyond to give their products or movement-based projects an innovative boost!!</p>
<p>Results achieved: <i>Describe the quantitative and qualitative results achieved</i></p>	<p>Incubation and acceleration of sports startups in denmark Development of innovative products and services for the sports market Enhanced collaboration between sports organizations and startups Increased visibility of Aarhus as a hub for sports innovation and entrepreneurship</p>
<p>Innovation: <i>Specific Characterisation of the project/programme in the field of upskilling adult migrants</i></p>	<p>Focus on areas such as sports technology, performance analysis, fan engagement, and sports sustainability Encouraging cross-sector collaborations between sports, technology, and health sectors Experimentation with emerging technologies like virtual reality, wearables, and data analytics</p>
<p>Empowerment: <i>Describe the specific impact generated by the project/programme in terms of empowerment</i></p>	<p>Empowering sports startups and entrepreneurs through mentorship and business support Offering access to a network of experts, investors, and potential collaborators Enabling athletes and sports organizations to leverage innovative solutions for performance improvement and fan engagement</p>
<p>Website: <i>Link of the project/programme (if available)</i></p>	<p>https://nsisummit.dk/</p>
<p>Contacts: <i>(if available)</i></p>	<p>Hello@sportslab.sport</p>

Kollektiv

<p>The Role of Entrepreneurship in Sports: A New Perspective on Young People (RES)</p> <p>Project Number: 2021-2-DK01-KA210-YOU-000049508 <i>National Level Best Practices Research</i></p>	
Name: <i>Project/Programme Title</i>	Kollektiv

<p>When: <i>When the project/programme was implemented (please specify if the project/programme is still ongoing)</i></p>	2020
<p>Where: <i>Where the project/programme is/ was held (city, country)</i></p>	Silkeborg, Denmark
<p>Who: <i>Name of the Coordinating Entity</i></p>	Kollektiv
<p>Objectives: <i>General and Specific Project Objectives</i></p>	<ul style="list-style-type: none"> • Foster innovation and entrepreneurship at the intersection of sports and technology • Support sports tech startups in developing and scaling their businesses • Facilitate collaboration between startups, investors, sports organizations, and research institutions • Position Denmark as a leading hub for sports tech innovation
<p>Stakeholders of the project: <i>People and institutions contributing to the implementation of the project/programme</i></p>	<ul style="list-style-type: none"> • Sports Tech Lab Denmark • Danish Business Authority • Local sports organizations and clubs • Technology companies and startups • Investors and venture capitalists • Universities and research institutions
<p>Beneficiaries: <i>Which target group was involved (please specify the legal status and how many people were reached)</i></p>	<ul style="list-style-type: none"> • Sports tech startups and entrepreneurs • Sports organizations seeking technological solutions • Investors looking for sports tech investment opportunities • Danish economy through job creation and increased innovation
<p>Financing: <i>Budget and Program which financed the project/programme</i></p>	<ul style="list-style-type: none"> • Government funding from the Danish Business Authority • Partnerships with corporate sponsors and investors • Grant programs for eligible sports tech startups • Membership fees and sponsorships from startups
<p>Description: <i>Detailed of the project/programme (please specify the activities/sessions/modules and methodologies implemented)</i></p>	<p>Kollektiv is a deep tech Danish start-up with a vision to make the world's leading coaches, athletes and experts, integrated into the performance journey of everyday people.</p> <p>The very best athletes in the world are surrounded by a team that enables their success. We believe everyone with ambitions to accomplish goals, irrelevant of their</p>

	<p>background and ability, deserves the same opportunity to be trained, mentored, and supported by the best.</p> <p>Kollektiv is an endurance sports training platform for all. We are founded on an ambition to make the world's best athletes, coaches, and experts accessible to everyday people.</p> <p>Currently, coaching and guidance from the world's best is reserved for the elite of sport. We aim to change this. Our platform leverages deep-tech to assist coaches in the construct and delivery of personalized, multi-sport training plans. We compliment training with learning through video content presented by world-class athletes. We surround our users with a support team of experts. Kollektiv was co-founded by Olympian and World Champion Triathlete, Helle Frederiksen.</p> <p>Kollektiv is a B2C SaaS start-up, founded in Denmark, with a senior team spread across Software Engineering, Data Science, Human Performance, Product Design, Customer Success and Content Creation.</p> <p>Kollektiv is a mobile-first product with native iOS and Android apps.</p> <p>We are globally focused with international customers and we run forward daily with a diverse, multi-cultural founding team.</p>
<p>Results achieved: <i>Describe the quantitative and qualitative results achieved</i></p>	<ul style="list-style-type: none"> • Incubation and acceleration of sports tech startups in Copenhagen • Development of innovative products and services for the sports industry • Increased collaboration between startups, sports organizations, and investors • Recognition of Denmark as a leading sports tech innovation hub
<p>Innovation: <i>Specific Characterisation of the project/programme in the field of upskilling adult migrants</i></p>	<ul style="list-style-type: none"> • Focus on areas such as sports analytics, wearable technology, fan engagement, and sports performance optimization • Exploration of emerging technologies like AI, machine learning, and Internet of Things (IoT) in the sports sector • Integration of data-driven insights and technology solutions to enhance sports experiences
<p>Empowerment: <i>Describe the specific impact generated by the project/programme in terms of empowerment</i></p>	<p>Empowering sports tech startups through mentorship and business support</p> <p>Providing access to a network of industry experts, investors, and potential partners.</p> <p>Enabling sports organizations to adopt and leverage technological solutions for improved performance, fan engagement, and revenue generation</p>
<p>Website:</p>	<p>https://www.ourkollektiv.com/</p>

<i>Link of the project/programme (if available)</i>	
Contacts: <i>(if available)</i>	//

RATOONG

<p>The Role of Entrepreneurship in Sports: A New Perspective on Young People (RES)</p> <p>Project Number: 2021-2-DK01-KA210-YOU-000049508 <i>National Level Best practices Research</i></p>	
Name: <i>Project/Programme Title</i>	RATOONG
When: <i>When the project/programme was implemented (please specify if the project/programme is still ongoing)</i>	2017
Where: <i>Where the project/programme is/ was held (city, country)</i>	Copenhagen, Denmark
Who: <i>Name of the Coordinating Entity</i>	RATOONG
Objectives: <i>General and Specific Project Objectives</i>	<ul style="list-style-type: none"> • Foster innovation and entrepreneurship in the ski industry in Denmark • Support ski-related startups and entrepreneurs in developing innovative solutions • Facilitate collaboration between startups, investors, ski resorts, and research institutions • Drive economic growth, job creation, and sustainability in the Danish ski sector
Stakeholders of the project: <i>People and institutions contributing to the implementation of the project/programme</i>	<ul style="list-style-type: none"> • Ski Innovation Lab • Danish Ski Federation • Danish ski resorts and operators • Ski equipment manufacturers and suppliers • Technology companies and startups • Investors and venture capitalists • Universities and research institutions
Beneficiaries:	<ul style="list-style-type: none"> • Ski-related startups and entrepreneurs • Ski resorts seeking innovative solutions

<p><i>Which target group was involved (please specify the legal status and how many people were reached)</i></p>	<ul style="list-style-type: none"> • Investors looking for ski industry investment opportunities • Danish ski industry through job creation, increased innovation, and sustainability
<p>Financing: <i>Budget and Program which financed the project/programme</i></p>	<p>Government funding from the Danish Ski Federation Partnerships with corporate sponsors and investors Grant programs for eligible ski-related startups and projects Membership fees and sponsorships from startups and businesses</p>
<p>Description: <i>Detailed of the project/programme (please specify the activities/sessions/modules and methodologies implemented)</i></p>	<p>We built Ratoong based on our love of skiers and snowboarders - riders. Why? We want all riders to have the best experiences at ski resorts. This is also the reason we collaborate with ski resorts so they can keep improving their ski area.</p> <p>We want to make searching for your next ski resort easier, faster and more efficient than finding a good hotel or restaurant. We want to make the rating of ski resorts easier as well, you can easily share your experiences using pictograms and snowflakes to rate 20 different parameters such as the lift system, the scenery, the off-piste, etc.</p> <p>Future versions will include many more features. Most are based on requests from our beloved users – you! Others are developed by us and tested on users.</p> <p>Therefore don't forget to sign up and follow us on one of our many Social Media platforms.</p> <p>We are an independent company; not using commercials or favoring particular resorts, nor are we influenced by any economic interests - all we have is sponsors - world-known ski brands - offering equipment to our crew.</p> <p>We believe in giving and getting!</p> <p>It's fine if you use Ratoong just to search for your next ski holiday or next ski area to visit, but we hope you will also rate the ski resorts you visit, telling us and your fellow skiers about the experience and conditions, etc. We only ask you to rate 5 randomly chosen parameters. It takes less than 15 secs.!</p> <p>You can of course rate all 20 parameters if you would like, for all ski resorts you have been to, and give more back to our community.</p> <p>Ratings are simple; all you have to do is mark the number of snowflakes from 1 to 5 for the different parameters. 5 is always the best or most.</p> <p>Ratoong was started in 2017 by Eg Nicolajsen, who is a passionate skier and ski instructor, in the flat country of Denmark. Ratoong has its headquarters in a small</p>

	<p>fishing village north of Copenhagen with a view of COPENHILL.</p> <p>Eg wanted to build a platform that could inspire you to go to other ski areas than the ones where most people go. In many ways, we live in a time where people want to have unique experiences, but when it comes to skiing and snowboarding, 80% of people go to 20% of the biggest resorts that exist in the world. We want to change that to make people visiting resorts matching their preferences and not just because they are big!</p> <p>Secondly, Eg wanted to build a platform that could give users a objective take on a ski resort, supplementing those you get from a friend or review sites. Eg wanted to build a platform that delivers “wisdom of the crowd” objectivity, by letting millions of users rate.</p>
<p>Results achieved: <i>Describe the quantitative and qualitative results achieved</i></p>	<p>Support and growth of ski-related startups and entrepreneurs in Denmark</p> <p>Development of innovative ski equipment, technology, and services</p> <p>Enhanced collaboration and partnerships between startups, ski resorts, and investors</p> <p>Economic impact through job creation, increased sustainability, and revenue generation in the ski industry</p>
<p>Innovation: <i>Specific Characterisation of the project/programme in the field of upskilling adult migrants</i></p>	<p>Focus on areas such as ski equipment design, slope management, snowmaking technology, and ski resort sustainability</p> <p>Encouraging research and development in ski innovation through partnerships with universities and research institutions</p> <p>Embracing emerging technologies like smart ski gear, AI-driven snow condition analysis, and sustainable ski resort solutions</p>
<p>Empowerment: <i>Describe the specific impact generated by the project/programme in terms of empowerment</i></p>	<p>Empowering ski startups and entrepreneurs through mentorship, training, and business support</p> <p>Providing access to a network of experts, investors, and potential collaborators in the ski industry</p> <p>Enabling ski resorts to adopt and leverage innovative solutions for improved guest experiences, efficiency, and sustainability</p>
<p>Website: <i>Link of the project/programme (if available)</i></p>	<p>https://www.ratoong.com/</p>
<p>Contacts: <i>(if available)</i></p>	<p>lovesnow@ratoong.com</p>

Italy



SPORT UP! FROM SPORT TO START-UP

<p>The Role of Entrepreneurship in Sports: A New Perspective on Young People (RES)</p> <p>Project Number: 2021-2-DK01-KA210-YOU-000049508</p> <p><i>National Level Best Practices Research</i></p>	
<p>Name: <i>Project/Programme Title</i></p>	SPORT UP! FROM SPORT TO START-UP
<p>When: <i>When the project/programme was implemented (please specify if the project/programme is still ongoing)</i></p>	The project lasted eight months starting in May 2019 and ended in month of December 2019
<p>Where: <i>Where the project/programme is/ was held (city, country)</i></p>	Rome, Italy
<p>Who: <i>Name of the Coordinating Entity</i></p>	ASSOCIAZIONI SPORTIVE E SOCIALI ITALIANE (ASI)
<p>Objectives: <i>General and Specific Project Objectives</i></p>	<ul style="list-style-type: none"> • make those who run a club, a sports facility or a gymnasium aware of their role as entrepreneurs' sports facility or gymnasium • provide the entrepreneur with the method and skills to better manage his or her role • support associated non-profit entities in developing an entrepreneurial awareness entrepreneurial awareness • support young people and over 50 in the realisation of innovative start-ups in the sports • provide information on development opportunities related to technological innovation and tourism.
<p>Stakeholders of the project: <i>People and institutions contributing to the implementation of the project/programme</i></p>	N/A

<p>Beneficiaries: <i>Which target group was involved (please specify the legal status and how many people were reached)</i></p>	<ol style="list-style-type: none"> 1. Managers, supervisors, managers and owners of sports clubs, sports facilities and associations, sports professionals (technicians, instructors, managers), non-profit already active to be brought into a new entrepreneurial dimension in terms of both of awareness and management understand, define and structure their idea project in order to realise it in the best possible way; 2. Young people with start-up ideas and Over-50s who have left the world of work for various reasons and who intend to find a new working dimension in the
<p>Financing: <i>Budget and Program which financed the project/programme</i></p>	<p>N/A</p>
<p>Description: <i>Detailed of the project/programme (please specify the activities/sessions/modules and methodologies implemented)</i></p>	<p>The SPORT UP! FROM SPORT TO START UP that SPORTS AND SOCIAL ASSOCIATIONS associations intends to implement is aimed at:</p> <ol style="list-style-type: none"> 1) supporting both the small sports 'entrepreneur' and the 'sports professional', as well as the many small non-profit enterprises that revolve around the world of sport to consolidate/structure their activities in a professional manner and to develop and experiment new business opportunities 2) encourage aspiring entrepreneurs or sports professionals in the realisation of a new development opportunity also in the technological sphere 3) encourage in-depth study of new development paths and entrepreneurial realisation in the world of sport. <p>The information and training pathway envisaged for this project will be implemented using a mixed method of traditional training (in the classroom) and practical activities that will enable participants to make use of the knowledge acquired by putting it into practice in their own reality.</p>
<p>Results achieved: <i>Describe the quantitative and qualitative results achieved</i></p>	<p>The event featured thematic workshops, laboratories, and meetings with industry experts, business coaches, and associate and non-member entrepreneurs who shared their experience.</p>
<p>Innovation: <i>Specific Characterisation of the project/programme in the field of upskilling adult migrants</i></p>	
<p>Empowerment: <i>Describe the specific impact generated by the project/programme in terms of</i></p>	<p>The event will feature thematic workshops, laboratories, and meetings with industry experts, business coaches, and associated and non-associated entrepreneurs who will share</p>

<i>empowerment</i>	their experience.
Website: <i>Link of the project/programme (if available)</i>	https://www.asinazionale.it/notizie/sport-e-start-up-binomio-verso-il-futuro/
Contacts: <i>(if available)</i>	segreteria@asinazionale.it alleanzasportiva@mypec.eu segreteria.presidente@asinazionale.it

Basket for Women

<p>The Role of Entrepreneurship in Sports: A New Perspective on Young People (RES)</p> <p>Project Number: 2021-2-DK01-KA210-YOU-000049508</p> <p><i>National Level Best Practices Research</i></p>	
Name: <i>Project/Programme Title</i>	Basket for Women
When: <i>When the project/programme was implemented (please specify if the project/programme is still ongoing)</i>	START Jan 1 2020 - END Dec 1 2022
Where: <i>Where the project/programme is/ was held (city, country)</i>	Venafro, Molise (ITALY)
Who: <i>Name of the Coordinating Entity</i>	ASD PINK BASKET VENAFRO
Objectives: <i>General and Specific Project Objectives</i>	<p>The proposed initiative seeks:</p> <ul style="list-style-type: none"> to create a platform between female basketball clubs to compare ideas and approaches, exchange best practices, and promote equal opportunities for men and women in sport-related activities; the ability to work internationally; the improvement and diversification of methods for Each project partner's gender equality will improve the efficacy and efficiency of local actions, increasing the project's real-world effects.
Stakeholders of the project: <i>People and institutions contributing to the implementation of the project/programme</i>	<ul style="list-style-type: none"> BASKET CLUB GIRL BASKET  Serbia SPORTNO DRUSTVO SENTVID - LJUBLJANA  Slovenia

<p>Beneficiaries: <i>Which target group was involved (please specify the legal status and how many people were reached)</i></p>	<ul style="list-style-type: none"> • female practitioners, • clubs' management • female coaches
<p>Financing: <i>Budget and Program which financed the project/programme</i></p>	60,000 EUR
<p>Description: <i>Detailed of the project/programme (please specify the activities/sessions/modules and methodologies implemented)</i></p>	<p>The proposed project aims at developing a network among female basketball clubs to exchange good practices and compare ideas and approaches to encourage equal opportunities between male and female in sport activities. The possibility to operate at transnational level, in addition to improve and diversify the approaches to gender equality of each project partner, will enhance the efficiency and effectiveness of the local actions increasing the tangible impacts of the project</p>
<p>Results achieved: <i>Describe the quantitative and qualitative results achieved</i></p>	<ul style="list-style-type: none"> • to analyse and discuss, among clubs' managers, the barriers that reduce women's access to sports activities in the broad sense (practice, management, coaching) in order to identify possible solutions; • to promote female participation in training courses for basketball coaches; • to increase the participation of young girls to practice basketball; • to network with local and international organizations (public and private) • to design actions to promote the participation of female to sport activities.
<p>Innovation: <i>Specific Characterisation of the project/programme in the field of upskilling</i> <i>adult migrants</i></p>	N/A
<p>Empowerment: <i>Describe the specific impact generated by the project/programme in terms of empowerment</i></p>	N/A
<p>Website: <i>Link of the project/programme (if available)</i></p>	https://erasmus-plus.ec.europa.eu/projects/search/details/612951-EPP-1-2019-1-IT-SPO-SSCP
<p>Contacts: <i>(if available)</i></p>	Piero Atella piero.atella@hotmail.com

PUNCH: how to save minors at risk

The Role of Entrepreneurship in Sports: A New Perspective on Young People (RES) Project Number: 2021-2-DK01-KA210-YOU-000049508 <i>National Level Best Practices Research</i>	
Name: <i>Project/Programme Title</i>	PUNCH: how to save minors at risk
When: <i>When the project/programme was implemented (please specify if the project/programme is still ongoing)</i>	START Jan 1, 2021 END Jun 30, 2022
Where: <i>Where the project/programme is/ was held (city, country)</i>	ROMA (ITALY)
Who: <i>Name of the Coordinating Entity</i>	SPARTA PUGILATO ASSOCIAZIONE SPORTIVA DILETTANTISTICA
Objectives: <i>General and Specific Project Objectives</i>	<ol style="list-style-type: none"> 1. Strengthen cooperation between sports organizations 2. Train the trainers 3. Promote the multifaceted aspects of sport
Stakeholders of the project: <i>People and institutions contributing to the implementation of the project/programme</i>	<ul style="list-style-type: none"> • ASOCIATIA TINERILOR CU INITIATIVA CIVICA (RO) , • CLUB DE GIMNASTICA LA MINA GERVASIO DEFERR (ES) , • SDRUZHENIE SPORTEN KLUB TORNADO 2013 SOFIA (BG) , • CLUBE ATLETICO DE QUELUZ SINTRA PATRIMONIO MUNDIAL (PT)
Beneficiaries: <i>Which target group was involved (please specify the legal status and how many people were reached)</i>	young people at risk of poverty and social exclusion
Financing: <i>Budget and Program which financed the project/programme</i>	58,750 EUR

<p>Description: <i>Detailed of the project/programme (please specify the activities/sessions/modules and methodologies implemented)</i></p>	<p>In Europe, there are a lot of minors at risk of poverty and social exclusion. The consequences of youth poverty are many, including violence, early school dropout and an unstable future, with no quality jobs. When the phenomenon affects a large part of the population, society becomes weaker, poorer, and more insecure. Practising sports activity has a significant influence on the development of young people: in physical, mental, social, and moral areas. Sport environment represents opportunities.</p>
<p>Results achieved: <i>Describe the quantitative and qualitative results achieved</i></p>	N/A
<p>Innovation: <i>Specific Characterisation of the project/programme in the field of upskilling adult migrants</i></p>	N/A
<p>Empowerment: <i>Describe the specific impact generated by the project/programme in terms of empowerment</i></p>	N/A
<p>Website: <i>Link of the project/programme (if available)</i></p>	https://punchproject.wixsite.com/punch
<p>Contacts: <i>(if available)</i></p>	N/A

Upcycling Europe- Sharing good practices on Circular Economy through European Partnership

<p>The Role of Entrepreneurship in Sports: A New Perspective on Young People (RES) Project Number: 2021-2-DK01-KA210-YOU-000049508 <i>National Level Best Practices Research</i></p>	
<p>Name: <i>Project/Programme Title</i></p>	Upcycling Europe- Sharing good practises on Circular Economy through European Partnership
<p>When: <i>When the project/programme was implemented (please specify if the project/programme is still ongoing)</i></p>	START Dec 1, 2020 END Nov 30, 2022
<p>Where: <i>Where the project/programme is/ was held (city, country)</i></p>	Potenza, Basilicata (ITALY)

<p>Who: <i>Name of the Coordinating Entity</i></p>	<p>GODESK S.R.L.</p>
<p>Objectives: <i>General and Specific Project Objectives</i></p>	<ul style="list-style-type: none"> • develop an educational approach for operators, companies, public bodies and stakeholders, through the exchange of experiences and good practices within the partnership; • promote a collection of training methods based on real cases in the training and sustainable economy; • publish an ebook summarising the good practices investigated and analysed.
<p>Stakeholders of the project: <i>People and institutions contributing to the implementation of the project/programme</i></p>	<ul style="list-style-type: none"> • FA-Magdeburg GmbH (DE) • Euro-Idea Fundacja Społeczno- Kulturalna (PL) • CAMERA DI COMMERCIO INDUSTRIAARTIGIANATO E AGRICOLTURA DELLABASILICATA (IT) • MiTale (FI) • UNIVERSITA DEGLI STUDI DI BARI ALDO MORO (IT) • KAINOTOMIA & SIA EE (EL)
<p>Beneficiaries: <i>Which target group was involved (please specify the legal status and how many people were reached)</i></p>	<p>N/A</p>
<p>Financing: <i>Budget and Program which financed the project/programme</i></p>	<p>75,106.4 EUR</p>
<p>Description: <i>Detailed of the project/programme (please specify the activities/sessions/modules and methodologies implemented)</i></p>	<p>The project aimed to promote the exchange and sharing of good practices to transfer knowledge and skills to practitioners from the staff of each Partner organisation, and create the prerequisites for the dissemination of this new knowledge to other associations, enterprises, public bodies, citizens and all possible stakeholders involved in the issue, so as to enable them to gain greater awareness about existing obstacles and have access to educational/training resources with the aim of raising awareness and accelerate solutions to increase awareness and action on the issue of the sustainability of the economy</p>
<p>Results achieved: <i>Describe the quantitative and qualitative results achieved</i></p>	<ul style="list-style-type: none"> • E-book collecting good practices on the circular economy; • Manual on training methodologies dedicated to the circular economy sector. • Brochure • 4 newsletters

	<ul style="list-style-type: none"> • Official website • Facebook page • Facebook group • Web pages on partner portals • Many articles in newspapers • Press releases • Radio broadcasts • Massive use of social media • Whatsapp group • Google Drive • N.7 different Work Plans <p>Evaluations and reports.</p>
<p>Innovation: <i>Specific Characterisation of the project/programme in the field of upskilling adult migrants</i></p>	<p>In spite of the pandemic, all the activities planned in the project were implemented. In particular:</p> <ol style="list-style-type: none"> 1) TPM in Potenza (Italy), realised in virtual form in January 2021 due to the covid pandemic; 2) TPM in Turku (Finland), implemented in virtual form in April 2021 due to the covid pandemic; 3) JSTE in Bari (Italy), realised in presence (with virtual participation only of the Finnish partner due to problems related to the covid pandemic) in late September and early October 2021; 4) TPM in Magdeburg (Germany), realised in presence (with some partners absent due to corona virus) in July 2022; 5) MPT in Bari (Italy), carried out in presence in September 2022; 6) TPM in Krakow (Poland), realised in presence in November 2022. <p>In addition to the above-mentioned meetings, several unofficial online meetings were held to verify the work.</p>
<p>Empowerment: <i>Describe the specific impact generated by the project/programme in terms of empowerment</i></p>	<p>N/A</p>
<p>Website: <i>Link of the project/programme (if available)</i></p>	<p>http://www.godesk.it/</p>

Extraordinary social change through sport

The Role of Entrepreneurship in Sports: A New Perspective on Young People (RES) Project Number: 2021-2-DK01-KA210-YOU-000049508 <i>National Level Best Practices Research</i>	
Name: <i>Project/Programme Title</i>	Extraordinary social change through sport
When: <i>When the project/programme was implemented (please specify if the project/programme is still ongoing)</i>	START Jan 1, 2021 END Jun 30, 2022
Where: <i>Where the project/programme is/ was held (city, country)</i>	Roma (ITALY)
Who: <i>Name of the Coordinating Entity</i>	ASSOCIAZIONE SOS EUROPA
Objectives: <i>General and Specific Project Objectives</i>	<ol style="list-style-type: none"> 1. Promote knowledge and exchange of ideas, good practices and projects among the associations involved. 2. To define an intersectoral and international work methodology. Promotion of a path which will present the cultural direction of the associations involved in quality, starting from their own particular characteristics. 3. Identify, starting from existing certification standards or management systems, and test a set of standards, related monitoring as well as evaluation systems, suitable for certifying the quality of social and sporting animation
Stakeholders of the project: <i>People and institutions contributing to the implementation of the project/programme</i>	<ul style="list-style-type: none"> • MITHAT PASA SPOR KULUBU (TR) • SPORT DIAGNOSTIC CENTER SABAC (RS) • ASSOCIATION INTERNATIONAL INITIATIVES FOR COOPERATION (BG) • ASOCIATIA TINERILOR CU INITIATIVA CIVICA (RO)
Beneficiaries: <i>Which target group was involved (please specify the legal status and how many people were reached)</i>	N/A
Financing: <i>Budget and Program which financed the</i>	48,070 EUR

<i>project/programme</i>	
Description: <i>Detailed of the project/programme (please specify the activities/sessions/modules and methodologies implemented)</i>	The Extraordinary social change through sport project aims to improve socio-sport animation through cooperation between sports promotion bodies and organizations that promote social inclusion. The expected result is a higher quality socio-sport animation which will be verified by the end of the project using the quality standards that will be developed during the project cycle. The objective is consistent with the topic "Encourage social inclusion" and "Equal opportunities in sports", contained in the Call EAC-A03-2018 / Small Collaborative Partnership Erasmus Plus Sport. The project include 4 transnational meetings. The dissemination and results are structured for continuation in order to generate benefits after the end of the project and to be used by other interested organizations that are outside the partnership of this project.
Results achieved: <i>Describe the quantitative and qualitative results achieved</i>	<ol style="list-style-type: none"> 1. Creation of an interchange network open to other interested associations 2. Creation of guidelines for quality socio- sport animation <p>Creation of a method to verify the quality standards of socio-sport animation</p>
Innovation: <i>Specific Characterisation of the project/programme in the field of upskilling adult migrants</i>	N/A
Empowerment: <i>Describe the specific impact generated by the project/programme in terms of empowerment</i>	N/A
Website: <i>Link of the project/programme (if available)</i>	https://www.piattaformaprogetti.eu/extraordinary-social-change-through-sport/
Contacts: <i>(if available)</i>	info@soseuropa.it

Romania

Sports Hub

The Role of Entrepreneurship in Sports: A New Perspective on Young People | (RES)

<p>Project Number: 2021-2-DK01-KA210-YOU-000049508 <i>National Level Best practices Research</i></p>	
<p>Name: <i>Project/Programme Title</i></p>	Sports Hub
<p>When: <i>When the project/programme was implemented (please specify if the project/programme is still ongoing)</i></p>	2019 and ongoing
<p>Where: <i>Where the project/programme is/ was held (city, country)</i></p>	Bucharest, Romania
<p>Who: <i>Name of the Coordinating Entity</i></p>	Virgil Stanescu
<p>Objectives: <i>General and Specific Project Objectives</i></p>	<p>The 'Sports HUB' concept aims to (inter)connect two of the fields that contribute significantly to the development of our society, but between which there have been only sporadic interactions until now: sport and business.</p> <p>The main objective of Sports HUB is to become a business and personal development community, both for active athletes and for former athletes who want to invest their time and knowledge in projects with an important sports component.</p> <p>Last but not least, Sports HUB aims to create a genuine and timely bridge between companies, businessmen and athletes for mutual gain - be it from an emotional, financial or expertise point of view.</p>
<p>Stakeholders of the project: <i>People and institutions contributing to the implementation of the project/programme</i></p>	Any experts in the sports and business field, as well as sportsman who want to develop in another fields.
<p>Beneficiaries: <i>Which target group was involved (please specify the legal status and how many people were reached)</i></p>	Sportsman, businessman, but there is no data regarding how many people use this concept.
<p>Financing: <i>Budget and Program which financed the project/programme</i></p>	It is entirely financed by their own activity.
<p>Description: <i>Detailed of the project/programme (please specify the</i></p>	The project is a hub as the name says, which includes different services for sportsmen interested in developing their skills in the financial area. They receive specialized support

<i>activities/sessions/modules and methodologies implemented)</i>	in achieving their goals and are put in contact with businessmen with whom they create healthy communication and relationships. It also includes many sports events, such as competitions, conferences or workshops.
Results achieved: <i>Describe the quantitative and qualitative results achieved</i>	<ul style="list-style-type: none"> - regular sports events where multiple stakeholders from the field take place and exchange opinions and ideas; - sports branding resources for sportsman; - SporTED talks where speakers in the field share their experience and knowledge; - Corporate Social Responsibility which is a new way of growing the value and imagine of a brand.
Innovation: <i>Specific Characterisation of the project/programme in the field of upskilling adult migrants</i>	<p>Corporate Social Responsibility represents an innovative and effective way of increasing the value and image of a brand.</p> <p>They develop and implement CSR campaigns suitable for promoting good practices in the field, with the aim of building or contributing to the creation of social connections based on trust and for the benefit of real causes.</p>
Empowerment: <i>Describe the specific impact generated by the project/programme in terms of empowerment</i>	The project allows sportsmen to learn more about business and create their own strategies regarding the financial part, which empowers them to be more confident and to understand better their resources, needs and how to to be financially stable as sportsmen.
Website: <i>Link of the project/programme (if available)</i>	https://sports-hub.ro/
Contacts: <i>(if available)</i>	

Pictures:

Please attach to the sheet pictures of the project/programme



Ludicon

<p>The Role of Entrepreneurship in Sports: A New Perspective on Young People (RES)</p> <p>Project Number: 2021-2-DK01-KA210-YOU-000049508</p> <p><i>National Level Best practices Research</i></p>	
<p>Name: <i>Project/Programme Title</i></p>	Ludicon
<p>When: <i>When the project/programme was implemented (please specify if the project/programme is still ongoing)</i></p>	2017 - 2019
<p>Where: <i>Where the project/programme is/ was held (city, country)</i></p>	Online in Romania
<p>Who: <i>Name of the Coordinating Entity</i></p>	Founders: Laur Neagu, Adrian Iliescu and Ovidiu Văleanu
<p>Objectives: <i>General and Specific Project Objectives</i></p>	The objective of the app was to connect easier those people who are passionate about the same sports, to find partners to play a game, or people to complete a football team in a small competition, organized by some friends and many other examples.

<p>Stakeholders of the project: <i>People and institutions contributing to the implementation of the project/programme</i></p>	N/A
<p>Beneficiaries: <i>Which target group was involved (please specify the legal status and how many people were reached)</i></p>	People interested in sports that want to connect with other likeminded people, no age limit or restrictions.
<p>Financing: <i>Budget and Program which financed the project/programme</i></p>	15.500 EUR invested by the founding members
<p>Description: <i>Detailed of the project/programme (please specify the activities/sessions/modules and methodologies implemented)</i></p>	Ludicon was an app which allowed the people to create an account, set their location and start connecting with other people near them to participate, create and involve in different sports. The idea was to allow its members to set up meetings and find partners easier for the sports that they were practicing, set up their own events and competitions, and develop small communities around a specific sport.
<p>Results achieved: <i>Describe the quantitative and qualitative results achieved</i></p>	The app shut down in 2019, so it is difficult to say how many people took part in the events or created accounts. However, on their Facebook page it still exists all the events and activities done together through the app.
<p>Innovation: <i>Specific Characterisation of the project/programme in the field of upskilling adult migrants</i></p>	The socialization component that was implemented in Ludicon, the creation of communities and the organization of events for people with common passions.
<p>Empowerment: <i>Describe the specific impact generated by the project/programme in terms of empowerment</i></p>	The app allowed anyone interested to join and develop their own sports events without any restrictions. People have been encouraged to practice more sports and this gave them the chance to continue a healthy lifestyle, by finding new friends and sports buddies.
<p>Website: <i>Link of the project/programme (if available)</i></p>	https://www.facebook.com/Ludicon.mobileapp/
<p>Contacts: <i>(if available)</i></p>	

Pictures:

Please attach to the sheet pictures of the project/programme



Development of a gamification based social entrepreneurship training program for sportsman

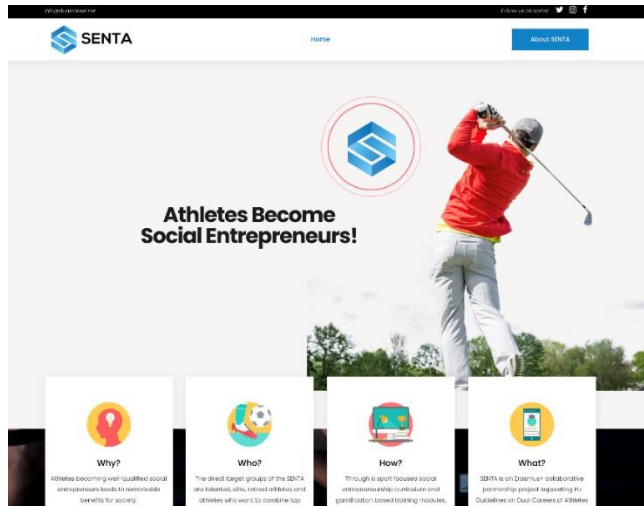
<p>The Role of Entrepreneurship in Sports: A New Perspective on Young People (RES)</p> <p>Project Number: 2021-2-DK01-KA210-YOU-000049508 <i>National Level Best practices Research</i></p>	
<p>Name: <i>Project/Programme Title</i></p>	<p>Development of a gamification based social entrepreneurship training program for sportsman</p>
<p>When: <i>When the project/programme was implemented (please specify if the project/programme is still ongoing)</i></p>	<p>1.1.2019 – 31.3.2021</p>
<p>Where: <i>Where the project/programme is/ was held (city, country)</i></p>	<p>N/A</p>
<p>Who: <i>Name of the Coordinating Entity</i></p>	<p>SENTA - ATHLETES BECOME SOCIAL ENTREPRENEURS</p>
<p>Objectives: <i>General and Specific Project Objectives</i></p>	<p>The overall objectives of the project are to: -support the implementation of the EU Guidelines Dual Careers of Athletes through the development of a sports-focused social entrepreneurship program, -contribute to innovative approaches to social entrepreneurship through an innovative curriculum and gamification based training modules in line with talented, elite and retired athletes needs and expectations.</p>

<p>Stakeholders of the project: <i>People and institutions contributing to the implementation of the project/programme</i></p>	<p>Organisations from Austria, Belgium, Bulgaria, Bosnia and Herzegovina, Canada, Norway, Romania and Spain</p>
<p>Beneficiaries: <i>Which target group was involved (please specify the legal status and how many people were reached)</i></p>	<p>Talented, performance and retired athletes from the participating countries. In addition, student-athletes, people active in the sports sector who want to become sports entrepreneurs, entrepreneurs, sports institutions, start-ups, accelerators and incubation centers, innovation and technology centers / networks, research centers and investors can benefit from this training course.</p>
<p>Financing: <i>Budget and Program which financed the project/programme</i></p>	<p>Erasmus+ programe granted 343.875 EUR</p>
<p>Description: <i>Detailed of the project/programme (please specify the activities/sessions/modules and methodologies implemented)</i></p>	<p>The SENTA program focuses on new initiatives to address social issues in society through/in sports. It contributed to improving the social entrepreneurial skills and competences of performance athletes and to the development of innovative products, services, businesses and processes to solve social problems. The curriculum and learning content are specifically tailored to the needs of performance athletes. The SENTA training course was developed based on findings from the literature review of partner countries, surveys of performance athletes, interviews and focus group meetings with people responsible for program developers, and discussions with consultants and career experts.</p>
<p>Results achieved: <i>Describe the quantitative and qualitative results achieved</i></p>	<ul style="list-style-type: none"> - An innovative course curriculum on social entrepreneurship in the field of sport - A Gamification based digital and open training modules on social entrepreneurship for talented, elite and retired athletes - Pilot Scheme Report
<p>Innovation: <i>Specific Characterisation of the project/programme in the field of upskilling adult migrants</i></p>	<p>The SENTA training course builds on the skills developed while performing gamified exercises and other learning activities in the e-learning platform. The online learning platform was created as a gamified learning system, applying game elements and game design techniques. It will help to stimulate learners' intrinsic motivation to engage in training to achieve their goals.</p>
<p>Empowerment: <i>Describe the specific impact generated by the</i></p>	<p>The course is empowering sportsman to take a step in and develop new skills and competences in one new and different area than what they are used to usually. In this way, they can start new ideas</p>

<i>project/programme in terms of empowerment</i>	and follow paths in which they didn't have too much knowledge or experience before.
Website: <i>Link of the project/programme (if available)</i>	
Contacts: <i>(if available)</i>	

Pictures:

Please attach to the sheet pictures of the project/programme



Sport pentru Impact Social – Sports for Social Impact

<p>The Role of Entrepreneurship in Sports: A New Perspective on Young People (RES)</p> <p>Project Number: 2021-2-DK01-KA210-YOU-000049508</p> <p><i>National Level Best practices Research</i></p>	
Name: <i>Project/Programme Title</i>	Sport pentru Impact Social – Sports for Social Impact
When: <i>When the project/programme was implemented (please specify if the project/programme is still ongoing)</i>	February – July 2021
Where: <i>Where the project/programme is/ was held (city, country)</i>	Bucharest, Romania
Who: <i>Name of the Coordinating Entity</i>	Ashoka Fellows and Decathlon Romania
Objectives: <i>General and Specific Project Objectives</i>	Documenting the main ideas about how sport for social impact is present in society and how we can advance this dimension in the future. In this material, it is synthesized the information received

	from change makers through sport and at the end, some recommendations that include the discoveries made in this endeavour, among which, the most important being the importance of collaboration within a community to develop sustainable sports initiatives.
Stakeholders of the project: <i>People and institutions contributing to the implementation of the project/programme</i>	Ashoka Fellows, Decathlon Romania, and the authors of the guide: Bogdana Pascal, Ovidiu Condurache, Alexandra Ioan, Maria Alexandra Mihai
Beneficiaries: <i>Which target group was involved (please specify the legal status and how many people were reached)</i>	There were 15 people involved in the documentation of the guide, with expertise in sports for social innovation. In terms of how many people read the guide, there is no information.
Financing: <i>Budget and Program which financed the project/programme</i>	Not mentioned, Ashoka Fellows and Decathlon is sponsoring this program
Description: <i>Detailed of the project/programme (please specify the activities/sessions/modules and methodologies implemented)</i>	<p>The Sport for Social Impact study is based on discussions with the 15 creators of change through sport who were part of the development process, identified some of the challenges of the sports environment in Romania and potential solutions to bring sport closer to social impact.</p> <p>The material summarizes the information received from change-makers through sport, with a focus on several essential dimensions: what is present in the current sports discourse, the connection between sport and social, environmental and cultural issues, the impact of sport, both current and potential, and the profile of the change maker through sport.</p> <p>The development program was a 6-month process (February-July 2021), designed in collaboration with Ashoka partners, which combined practical workshops, case studies provided by Ashoka Fellows (Mel Young, Fabrice Vil) and international experts (Spor Istanbul) and community meetings.</p>
Results achieved: <i>Describe the quantitative and qualitative results achieved</i>	In this study, changemakers through sport show us how the potential social impact of sport is about the unsuspected change we all want, and which must start, more than at the individual level, in the community for an effect higher multiplier. The study also contains information on how we can come to change something around us using sport, following a simple, five-step scheme, accessible to anyone: analyzing the problem, identifying the actors, defining the community, designing the intervention and constantly monitoring and evaluating the activities.

<p>Innovation: <i>Specific Characterisation of the project/programme in the field of upskilling adult migrants</i></p>	<p>This program is offered free of charge to those change makers who invest their energy in using sport for social impact. The idea is to offer this 6-months program to new change makers in the sports field, who need support and guidance through a series of learning dimensions.</p>
<p>Empowerment: <i>Describe the specific impact generated by the project/programme in terms of empowerment</i></p>	<p>1. supporting change makers with tools, knowledge and inspiration to continue their work and expand their impact; 2. hosting a space for connections and collaborations that support the development of a healthy community.</p>
<p>Website: <i>Link of the project/programme (if available)</i></p>	<p>https://www.ashoka.org/ro-ro/program/sport-pentru-impact-social-0</p>
<p>Contacts: <i>(if available)</i></p>	

Pictures:

Please attach to the sheet pictures of the project/programme



Move Mountains

<p>The Role of Entrepreneurship in Sports: A New Perspective on Young People (RES)</p> <p>Project Number: 2021-2-DK01-KA210-YOU-000049508 <i>National Level Best practices Research</i></p>	
<p>Name: <i>Project/Programme Title</i></p>	Move Mountains
<p>When: <i>When the project/programme was implemented (please specify if the project/programme is still ongoing)</i></p>	Started in 2020 and it's still ongoing
<p>Where: <i>Where the project/programme is/ was held (city, country)</i></p>	Caras-Severin, Romania
<p>Who: <i>Name of the Coordinating Entity</i></p>	Move Mountains
<p>Objectives: <i>General and Specific Project Objectives</i></p>	The business wants to develop sports tourism and aims to reduce accidents on the slopes, and for this it collaborates with certified instructors. Another objective of the business is to increase the quality of the services offered to the local and international public.
<p>Stakeholders of the project: <i>People and institutions contributing to the implementation of the project/programme</i></p>	The professional instructors who offer winter sports courses
<p>Beneficiaries: <i>Which target group was involved (please specify the legal status and how many people were reached)</i></p>	<ol style="list-style-type: none"> 1. Professional instructors of winter sports that offer courses to the people interested 2. Anyone who is interested in learning and practicing safe winter sports
<p>Financing: <i>Budget and Program which financed the project/programme</i></p>	Programul Antreprenoriat in Miscare – Entrepreneurship through movement program granted the project 10.000 EUR
<p>Description: <i>Detailed of the project/programme (please specify the activities/sessions/modules and methodologies implemented)</i></p>	"Move Mountains - Ski & Snowboard School", from in Semenice, Văliug, is working both during the cold season and during the summer season with the help of which it will promote Banat mountain area. Moreover, the young people also created an online store with products designed and produced in Romania. Besides this, there is a website where people can book and follow online classes of winter sports with accredited instructors.

<p>Results achieved: <i>Describe the quantitative and qualitative results achieved</i></p>	<ul style="list-style-type: none"> - helped people from 7 resorts in the country learn and improve in winter sports through an online platform, where safety and simplicity come first; - promoted safe winter sports among more people through social media platforms; - improved local tourism by creating new opportunities for people interested in winter sports; - helped accredited instructors to reach a wider audience and put them in contact with interested people.
<p>Innovation: <i>Specific Characterisation of the project/programme in the field of upskilling adult migrants</i></p>	<p>The business created a platform which united different experts in winter sports fields and offers online courses to the people interested. The services provided also help the local tourism by promoting more unknown places.</p>
<p>Empowerment: <i>Describe the specific impact generated by the project/programme in terms of empowerment</i></p>	<p>The project is still empowering people to try and learn more sports and encourages a healthy lifestyle through different winter sports. It also helps instructors to get connected with people that might be interested and facilitates the communication between different stakeholders. It also promotes local tourism by being more vocal about places that need economic support.</p>
<p>Website: <i>Link of the project/programme (if available)</i></p>	<p>https://movemountains.ro/</p>
<p>Contacts: <i>(if available)</i></p>	<p>Raul Cojocaru and Cristinei Galescu</p>

Pictures:

Please attach to the sheet pictures of the project/programme



Sweden

Inclusion of sport for new arrivals in Malmo

<p>The Role of Entrepreneurship in Sports: A New Perspective on Young People (RES)</p> <p>Project Number: 2021-2-DK01-KA210-YOU-000049508 <i>National Level Best practices Research</i></p>	
<p>Name: <i>Project/Programme Title</i></p>	Inclusion of sport for new arrivals in Malmö
<p>When: <i>When the project/programme was implemented (please specify if the project/programme is still ongoing)</i></p>	2018 to present
<p>Where: <i>Where the project/programme is/ was held (city, country)</i></p>	Malmö, Sweden
<p>Who: <i>Name of the Coordinating Entity</i></p>	Omid Hushmand
<p>Objectives: <i>General and Specific Project Objectives</i></p>	Offers new arrivals and immigrants the chance to try acqusation football and stay active.
<p>Stakeholders of the project: <i>People and institutions contributing to the implementation of the project/programme</i></p>	
<p>Beneficiaries: <i>Which target group was involved (please specify the legal status and how many people were reached)</i></p>	New arrivals immigrants
<p>Financing: <i>Budget and Program which financed the project/programme</i></p>	It is financed by länsstyrlse Skåne,Skåneidrotten and Studieförbundet NBV
<p>Description: <i>Detailed of the project/programme (please specify the activities/sessions/modules and methodologies implemented)</i></p>	Ariana FC arranged two to three football training sessions a week in various indoor halls around Malmö. In connection with the football, information is also given out about how association life works and what Ariana can contribute in the future by becoming active in the association
<p>Results achieved: <i>Describe the quantitative and qualitative results achieved</i></p>	The club has been active to current it has 250 members.
<p>Innovation:</p>	

<i>Specific Characterisation of the project/programme in the field of upskilling adult migrants</i>	
Empowerment: <i>Describe the specific impact generated by the project/programme in terms of empowerment</i>	
Website: <i>Link of the project/programme (if available)</i>	http://www.arianafc.com
Contacts: <i>(if available)</i>	040-510811 info@arianafc.com
Pictures: <i>Please attach to the sheet pictures of the project/programme</i>	

More than just football' - An initiative for new arrivals that counteracts passivation

<p>The Role of Entrepreneurship in Sports: A New Perspective on Young People (RES)</p> <p>Project Number: 2021-2-DK01-KA210-YOU-000049508 <i>National Level Best practices Research</i></p>	
Name: <i>Project/Programme Title</i>	More than just football' - An initiative for new arrivals that counteracts passivation;
When: <i>When the project/programme was implemented (please specify if the project/programme is still ongoing)</i>	2018 to Present
Where: <i>Where the project/programme is/ was held (city, country)</i>	Malmö Sweden
Who: <i>Name of the Coordinating Entity</i>	Ariana FC Association
Objectives: <i>General and Specific Project Objectives</i>	Offers new arrivals immigrants to try accusation football and stay active.
Stakeholders of the project:	Young immigrants and people intrastent football.

<i>People and institutions contributing to the implementation of the project/programme</i>	
Beneficiaries: <i>Which target group was involved (please specify the legal status and how many people were reached)</i>	New arrivals immigrants in Sweden
Financing: <i>Budget and Program which financed the project/programme</i>	Each circle of the association can ask for a subvention from the national association. As a non-profit organization, the finance comes from donations.
Description: <i>Detailed of the project/programme (please specify the activities/sessions/modules and methodologies implemented)</i>	Ariana FC wants to create opportunities for other groups in society to take care of their health and make new friends. By offering interesting activities that suit young people, such as indoor football.
Results achieved: <i>Describe the quantitative and qualitative results achieved</i>	Ariana FC is known as an association for their events, both for newcomers and locals, and now has over 250 average members.
Innovation: <i>Specific Characterisation of the project/programme in the field of upskilling adult migrants</i>	
Empowerment: <i>Describe the specific impact generated by the project/programme in terms of empowerment</i>	
Website: <i>Link of the project/programme (if available)</i>	http://www.arianafc.com
Contacts: <i>(if available)</i>	Ystadvägen 17 214 30 Malm info@arianafc.com
Pictures: <i>Please attach to the sheet pictures of the project/programme</i>	

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Inclusion of sport at work in Sweden

<p>The Role of Entrepreneurship in Sports: A New Perspective on Young People (RES)</p> <p>Project Number: 2021-2-DK01-KA210-YOU-000049508 <i>National Level Best practices Research</i></p>	
Name: <i>Project/Programme Title</i>	Inclusion of sport at work in Sweden
When: <i>When the project/programme was implemented (please specify if the project/programme is still ongoing)</i>	2015 <input type="checkbox"/> Present
Where: <i>Where the project/programme is/ was held (city, country)</i>	Stockholm, Sweden
Who: <i>Name of the Coordinating Entity</i>	Björn Borg
Objectives: <i>General and Specific Project Objectives</i>	To promote the sport, to improve co-workers cohesion and get benefits of it.
Stakeholders of the project: <i>People and institutions contributing to the implementation of the project/programme</i>	
Beneficiaries: <i>Which target group was involved (please specify the legal status and how many people were reached)</i>	Employees
Financing: <i>Budget and Program which financed the project/programme</i>	It is financed by the company itself.
Description: <i>Detailed of the project/programme (please specify the activities/sessions/modules and methodologies implemented)</i>	Until 80's, sport at work is promoting in Sweden. Since 2015, the company named Björn Borg decided that employees must do an hour of sport on every Friday. The objective is to improve happiness at work so employees will increase their performance.
Results achieved: <i>Describe the quantitative and qualitative results achieved</i>	Absenteeism reduced by 22%
Innovation: <i>Specific Characterisation of the project/programme in the field of upskilling adult migrants</i>	
Empowerment:	

<i>Describe the specific impact generated by the project/programme in terms of empowerment</i>	
Website: <i>Link of the project/programme (if available)</i>	https://corporate.bjornborg.com/en/
Contacts: <i>(if available)</i>	+46 8 506 33 700 info@bjornborg.com
Pictures: <i>Please attach to the sheet pictures of the project/programme</i>	

Promoting cycling to women foreigners to go to work

<p>The Role of Entrepreneurship in Sports: A New Perspective on Young People (RES)</p> <p>Project Number: 2021-2-DK01-KA210-YOU-000049508 <i>National Level Best practices Research</i></p>	
Name: <i>Project/Programme Title</i>	Promoting cycling to women foreigners to go to work
When: <i>When the project/programme was implemented (please specify if the project/programme is still ongoing)</i>	1934 > Present
Where: <i>Where the project/programme is/ was held (city, country)</i>	Sweden
Who: <i>Name of the Coordinating Entity</i>	Bicycle promotion association Cykelfrämjandet
Objectives: <i>General and Specific Project Objectives</i>	To teach at women foreigners how to ride a bike so they can be more autonomous and can go to work more easier.
Stakeholders in the project: <i>People and institutions contributing to the implementation of the project/programme</i>	
Beneficiaries: <i>Which target group was involved (please specify the legal status and how many people were reached)</i>	Immigrants women in Sweden
Financing: <i>Budget and Program which financed the project/programme</i>	Each circle of the association can ask for a subvention from the national association. As a non-profit organization, the financial income is from donations.
Description:	Cykelfrämjandet is an association who want to help the integration of immigrants women

<i>Detailed of the project/programme (please specify the activities/sessions/modules and methodologies implemented)</i>	in the Swedish society teaching them to ride a bike. It will help them to going to work but also it allows them to get out of their neighborhood, to meet other people and to acquire a certain autonomy.
Results achieved: <i>Describe the quantitative and qualitative results achieved</i>	Cykelfrämjandet taught to 500 new women how to ride a bike only in Stockholm
Innovation: <i>Specific Characterisation of the project/programme in the field of upskilling adult migrants</i>	
Empowerment: <i>Describe the specific impact generated by the project/programme in terms of empowerment</i>	
Website: <i>Link of the project/programme (if available)</i>	https://cykelframjandet.se/
Contacts: <i>(if available)</i>	Cykelfrämjandet Järnväggsgatan 36 131 54 Nacka tatjana.boric.persson@cykelframjandet.se
Pictures: <i>Please attach to the sheet pictures of the project/programme</i>	

Inclusion of young people with disabilities through sport

The Role of Entrepreneurship in Sports: A New Perspective on Young People (RES)	
Project Number: 2021-2-DK01-KA210-YOU-000049508 <i>National Level Best practices Research</i>	
Name: <i>Project/Programme Title</i>	Inclusion of young people with disabilities through sport
When: <i>When the project/programme was implemented (please specify if the project/programme is still ongoing)</i>	2005 <input type="checkbox"/> Present
Where: <i>Where the project/programme is/ was held (city, country)</i>	Stackarp, Sweden
Who: <i>Name of the Coordinating Entity</i>	Minna Slottheden Olivemark
Objectives: <i>General and Specific Project Objectives</i>	Using horses to bridge linguistic, cultural, and cognitive differences in newly arrived children and young people as well as

	children and young people with various disabilities
Stakeholders of the project: <i>People and institutions contributing to the implementation of the project/programme</i>	
Beneficiaries: <i>Which target group was involved (please specify the legal status and how many people were reached)</i>	Trainers, parents, young children, people with disabilities, and different other organisations and other partners who had similar goals.
Financing: <i>Budget and Program which financed the project/programme</i>	Arvsfonden, Lahoms Sparbank, Lyft & Byggmaskiner AB, Biofarm Horsecare, Vuxtårp Betong, Willab, We Kudata, Jomareklam.com, Lahomshem, Växt Hallandsåsens butik.
Description: <i>Detailed of the project/programme (please specify the activities/sessions/modules and methodologies implemented)</i>	The children and young people learn to see differences as something positive and developing. Involve and activate the children/young people with disability together with unaccompanied/new arrivals children/young people and those born in Sweden children to learn from the process and be able to influence and develop the work.
Results achieved: <i>Describe the quantitative and qualitative results achieved</i>	Today they have many active participants
Innovation: <i>Specific Characterisation of the project/programme in the field of upskilling adult migrants</i>	
Empowerment: <i>Describe the specific impact generated by the project/programme in terms of empowerment</i>	
Website: <i>Link of the project/programme (if available)</i>	https://www.caprifolen.se
Contacts: <i>(if available)</i>	0046705822293 - caprifolen@gmail.com
Pictures: <i>Please attach to the sheet pictures of the project/programme</i>	

The horse speaks all languages

<p>The Role of Entrepreneurship in Sports: A New Perspective on Young People (RES)</p> <p>Project Number: 2021-2-DK01-KA210-YOU-000049508 <i>National Level Best practices Research</i></p>	
<p>Name: <i>Project/Programme Title</i></p>	The horse speaks all languages
<p>When: <i>When the project/programme was implemented (please specify if the project/programme is still ongoing)</i></p>	1934 ■ Present
<p>Where: <i>Where the project/programme is/ was held (city, country)</i></p>	Stackarp, Sweden
<p>Who: <i>Name of the Coordinating Entity</i></p>	Caprifolen Voltige
<p>Objectives: <i>General and Specific Project Objectives</i></p>	An important part focuses on making everyone feel welcome
<p>Stakeholders of the project: <i>People and institutions contributing to the implementation of the project/programme</i></p>	young people and people with disabilities.
<p>Beneficiaries: <i>Which target group was involved (please specify the legal status and how many people were reached)</i></p>	Involved new arrivals and people with disabilities to be part of the activity.
<p>Financing: <i>Budget and Program which financed the project/programme</i></p>	Each circle of the association can ask for a subvention from the national association. As a non-profit organisation, the funding comes from donations.
<p>Description: <i>Detailed of the project/programme (please specify the activities/sessions/modules and methodologies implemented)</i></p>	<p>Caprifolen has had as its goal that voltage should be for everyone, this has been a watchword and actively worked into their core values. Caprifolen has also worked actively to develop vaulting, both as a form of training and in competition. Through Caprifolen's influence, the upper age limit for competition has been removed, and today there is a large selection of lighter competition classes that make it possible for everyone to be able to perform the sport, as well as opening it up for voltigeurs to start the sport at an older age.</p> <p>Today, Caprifolen has Sweden's only para-vaulting team, but it hopes to be able</p>

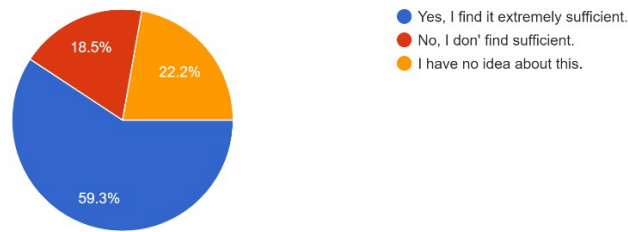
	to help other vaulting clubs to start up activities for people with disabilities.
Results achieved: <i>Describe the quantitative and qualitative results achieved</i>	Youth coaches in Kaprifolen have had the opportunity to go deeper into the role as a trainer with various disabilities
Innovation: <i>Specific Characterisation of the project/programme in the field of upskilling adult migrants</i>	
Empowerment: <i>Describe the specific impact generated by the project/programme in terms of empowerment</i>	
Website: <i>Link of the project/programme (if available)</i>	https://www.caprifolen.se
Contacts: <i>(if available)</i>	Stackarp 280, 31298 Våxtorp 0046705822293 - caprifolen@gmail.com
Pictures: <i>Please attach to the sheet pictures of the project/programme</i>	

Final survey results

Denmark

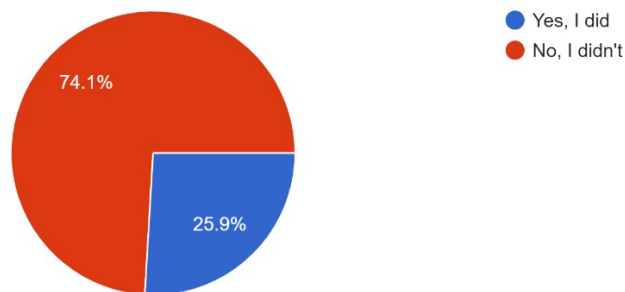
The survey of the project had 9 questions. The first one was about if the participation of migrant youth find the sports activities sufficient. 59,3% of them answer yes, 18,5% no and 22,2% they don't have any idea about it.

1. Do you think the participation of migrant youth aged 18-30 in Europe in sports activities is sufficient?
27 responses



Then the target group answer if they have work before with the same target group and they answer 74,1% no and only 25,9% yes.

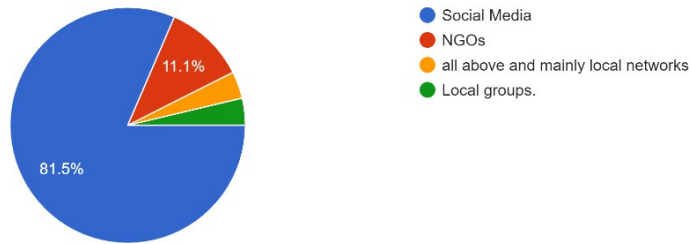
2. Did you work before with the same target group in the sport field?
27 responses



In the third question when someone answer yes asked to give more questions. And an answer said that they have one other project regarding the social inclusion and ethnic discrimination.

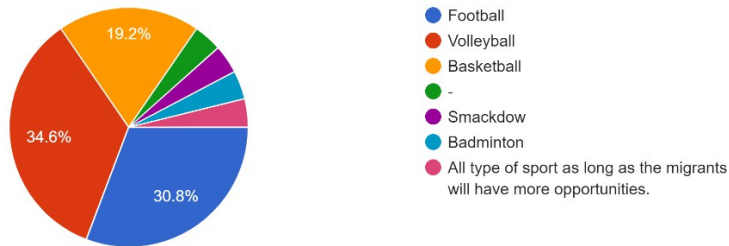
So that to reach the target group of the project most of them (81,5%) answered that they used the social media, 11,1% NGOs, 3,7% local groups and 3,7 all of the above and mainly local networks.

4. Which of the following is the most effective channel to reach the target group?
27 responses



More specific, when the participants asked which sport do they support in particular 30,8% answer football, 34,6% volleyball and 19,2% basketball, Smackdow 3,8% , Badminton 3,8%. Again 3,8% answer All type of sport as long as the migrants will have more opportunities

5. Within the scope of the project, which sports area of the target group do you support in particular?
26 responses



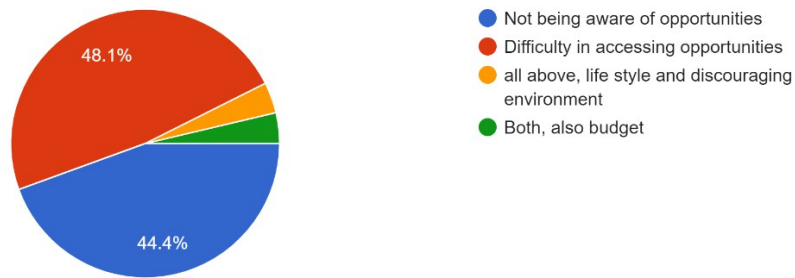
When they answered the question no.6 “how they can encourage people to take up sports that are not very popular” most of the answers were about advertising, open trainings, using the social media and organizing small tournament.

The next question was about the greatest benefits of increased participation of the target group in sport. Most famous answers were, inclusion, friends, health (mental and body), respect to the others and communication.

From the other hand in the question “What can low participation in sports lead to?” the answers were unhealthy life style/healthy issues, lack of self confidence, low social skills and poor teamwork skills.

9. What is the biggest obstacle of participation in sport?

27 responses



In the end as it is clear from the diagram above, in the question what the biggest obstacle of participation in sport is the answers were 48,1% difficulty in accessing opportunities, 44,4% not being aware of opportunities and 3,7% budget and 3,7% all of the above, life style and discouraging environment.

Italy

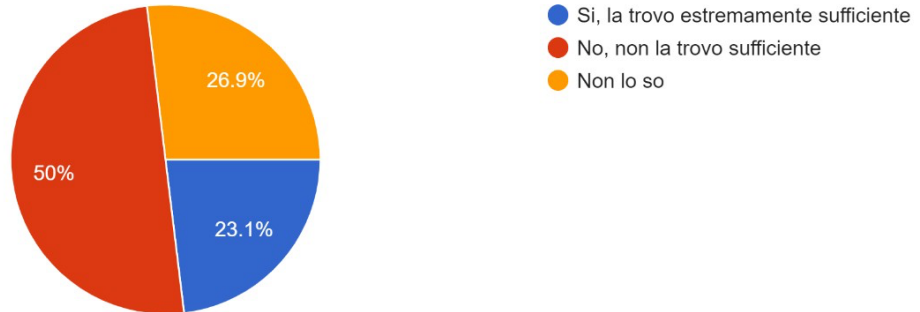
In this chapter there are the results of the questionnaire since it was carried out throughout the country representing the outcome of the fair knowledge of the people around in relation to sports engagements.

Participation of young migrants aged 18 – 30 in sports activities in EU?

As per first question which was related to the sufficient involvement of youth between 18 – 30 in sports activities and initiatives, and very clear here is the outcome where you can see half of the participators declared (NO) as a non-sufficiency of participation and tiny less than a quarter believe Yes and the rest of not knowing which is a very hard indicator about the sport engagement in EU sports activities by either citizens of EU or migrants and refugees.

Do you think that the participation of young migrants between the ages of 18 and 30 in Europe in sports activities is sufficient?

26 responses

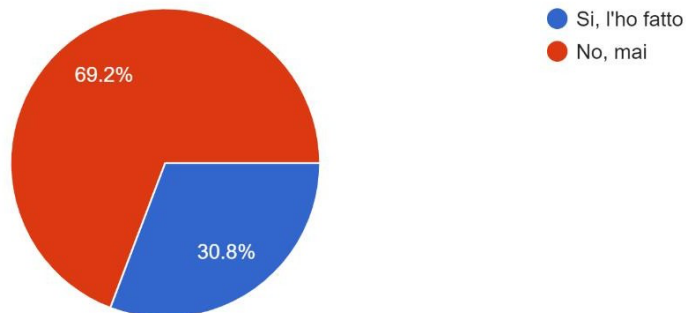


Direct interaction with the same target group in Sport?

The indication is very simple of the direct interaction with the target group in the field of sport and as shown in the graph here, it is easy to indicate that 70% of the answers were negative which indicates and complementary to the first question knowing that it is not sufficient involvement of sports activities.

Have you already worked with the same target group in the field of sport?

26 responses

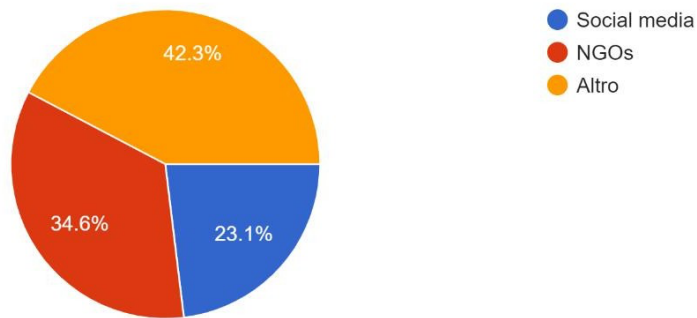


The methods used to reach the target group

Indicated here the methods used to reach out to the target group and how can you communicate with them and out of the scale you can see that social media which is the main communication channel nowadays for the target group is the least communicated with them never the less much more than one third of the responses were with the direct interaction with the local and civil society NGOs.

Which of the following is the most effective channel for reaching the target group?

26 responses

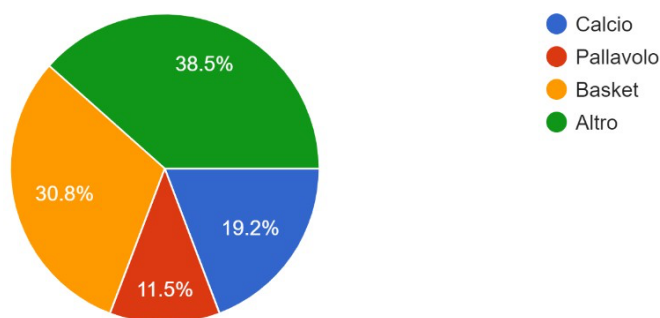


Sports which get more interaction and being supported by the target group

Here is simple where it is indicated according to the responses we got, that basketball is one direct passion to our target group in Italy where the football didn't play the biggest role and this has been affected by lots of factors however, target group started to go out of the stereotype of sport that it has to be football due to the diversity in the ideas and promotions.

Within the framework of the project, which sports area of the target group do you particularly support?

26 responses

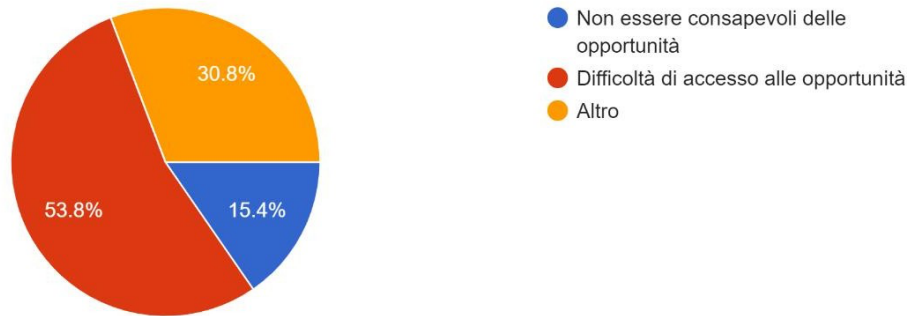


Difficulties of participation

The awareness was always there but as the outcome of the survey led to that most of the participators found it hard to access the opportunities which can be because of many aspects identified in the last questions which can be easily overcome by different approaches and more awareness.

What is the biggest obstacle to participating in sport?

26 responses

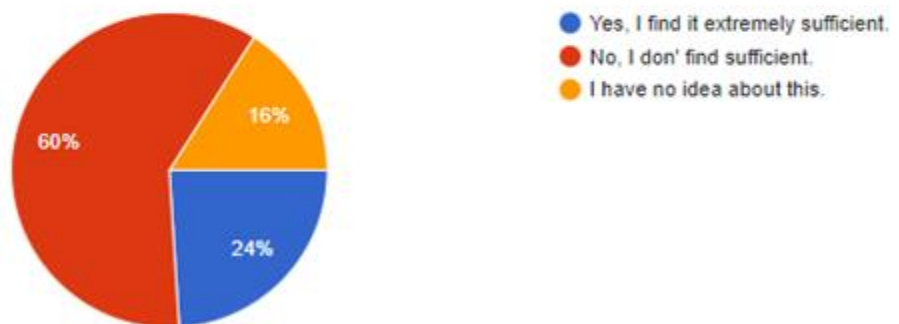


Romania

Q1 - Do you think the participation of migrant youth aged 18-30 in Europe in sports activities is sufficient?

1. Do you think the participation of migrant youth aged 18-30 in Europe in sports activities is sufficient?

25 responses



From the amount of 25 people that took our survey, only 6 gave an affirmative answer, thus meaning they believe the migrant youth is involved enough in sports activities, 4 people chose the option with “I don’t know”, perhaps not being sure of the current state of the situation. The remaining 15 people chose the last remaining option, thus meaning they believe that the migrant youth is not involved enough in sports activities.

Q2 - Did you work before with the same target group in the sport field?

This question posed some concerns from the respondents, since some of them didn’t directly or literally work with the target group. However, they did have some sort of

connexion with the highlighted target group. 7 of them have worked with the target group, whereas the rest of the group did not work or were not sure if their activity classified under the category of “working”.

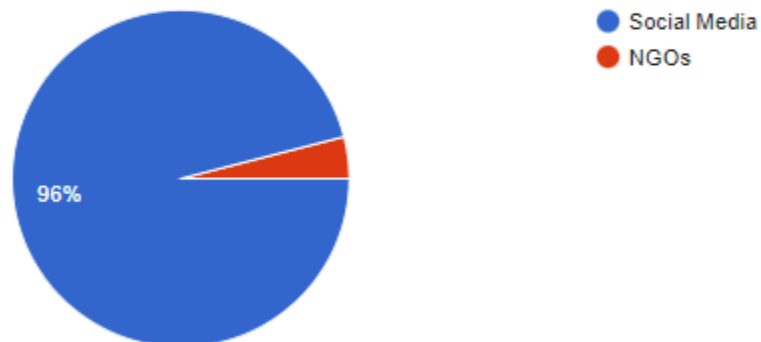
Q3 - If you worked before please give details.

Some of the respondents either have worked during martial arts classes, either during team sports such as football, either during dance classes. One person has facilitated 3 international projects on sports and healthy lifestyle for youth with various backgrounds, including migrant.

Q4 - Which of the following is the most effective channel to reach the target group?

4. Which of the following is the most effective channel to reach the target group?

25 responses



Out of the 25 respondents, only one of them chose the “NGOs” option, leaving the rest of them with the “social media” response. This shows that the people think the society moves towards a more online approach as a mean to attract and get to the migrant youth, the target group.

Q5 - Within the scope of the project, which sports area of the target group do you support in particular?

Many of the respondents chose a team sport, such as football, basketball, rugby or volleyball. Some of the rest chose single sports, but that still require practices in a team or with other people such as swimming, dancing, fitness and martial arts. Only one person chose to write the following answer “I don’t support a certain sport for the target group. I believe they should participate in sports that they enjoy”.

Q6 - What would you suggest to encourage people to take up sports that are not very popular?

The respondents have given various answers and pieces of advice. The advice was either directly targeted towards the youth itself, either towards the entrepreneur. The answers are pretty different one from the other, ranging from advising to start small and do little and easy things, to promoting the healthy lifestyle and the benefits of doing sports, either through discussions, either through games. Some respondents have suggested to engage more in non-formal activities or to reach out and even create communities for specific sports if there is a lack of. Others suggested to involve their friends as well, to emphasise on the importance of social development. One piece of advice addressed to the entrepreneurs is to offer discounts or free trials in order to encourage the people to try a new sport. One respondent compared the sports to being a diamond – people need to keep practicing in order to get better and better, to “polish” it. The strongest advice was to not give up.

Q7 - What is the greatest benefit of increased participation of the target group in sport?

The majority of answers gravitated towards the social side of sports. Many respondents consider that one of the greatest benefits of increased participation of the target group in sports is the social inclusion. By doing sports in a community, it is easier to be socially integrated, to make connexions, to make friends and to meet reliable people. Others consider that the improvement of health is the biggest benefit to doing sports by the target group. Either through focusing on diet, better health or good mental health, many answers were related to the health side. One respondent also mentioned how sports can discipline a person and teach them “how to lose” and respect.

Q8 - What can low participation in sports lead to?

The majority of the respondents consider that low participation in sports leads to health issues. Either to obesity, to low self-esteem, to depression and lack of motivation, both areas of mental and physical health have been covered by the answers. Some respondents also consider that low involvement can lead to low social life, social exclusion, lack of support and lack of friends.

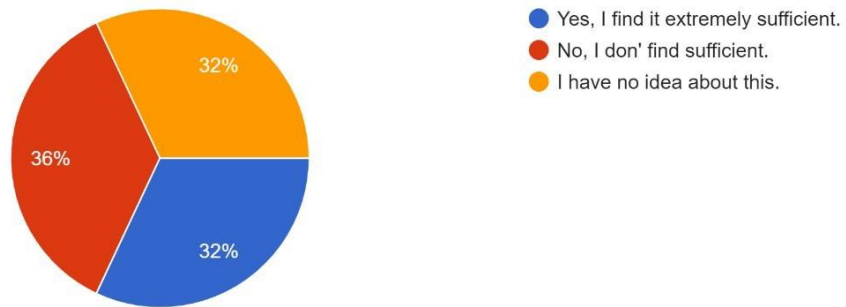
Q9 - What is the biggest obstacle of participation in sport?

Majority of the respondents opted for the option of either “not being aware of opportunities” or “difficulty in accessing opportunities”. Others had answers such as “comfort”, “lack of funds to pay for equipment, lack of knowledge, lack of friends interested in sport”, “being consistent in order to have results”, “lack of motivation” and even “anxiety and fear of being judged”. Thus with all the answers, once again both physical and mental sides of health have been mentioned.

Sweden

1. Do you think the participation of migrant youth aged 18-30 in Europe in sports activities is sufficient?

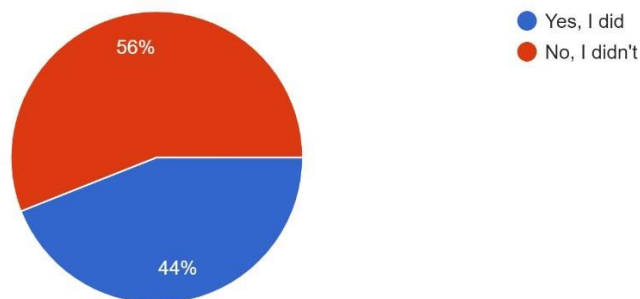
25 réponses



Among the 25 respondents, 36% (9 out of 25) expressed the opinion that the participation of migrant youth aged 18-30 in Europe in sports activities is not sufficient. This indicates a belief among this group of respondents that more needs to be done to promote and enhance the involvement of migrant youth in sports. On the other hand, 32% of the respondents (8 out of 25) held the view that the participation of migrant youth in sports activities is indeed sufficient. These respondents likely perceive that there are already adequate opportunities and support for migrant youth to engage in sports. Another 32% of the respondents (8 out of 25) indicated that they did not have a clear opinion on the matter. These individuals may have been uncertain or lacked enough information to form a decisive stance on whether the participation of migrant youth in sports activities is sufficient.

2. Did you work before with the same target group in the sport field?

25 réponses



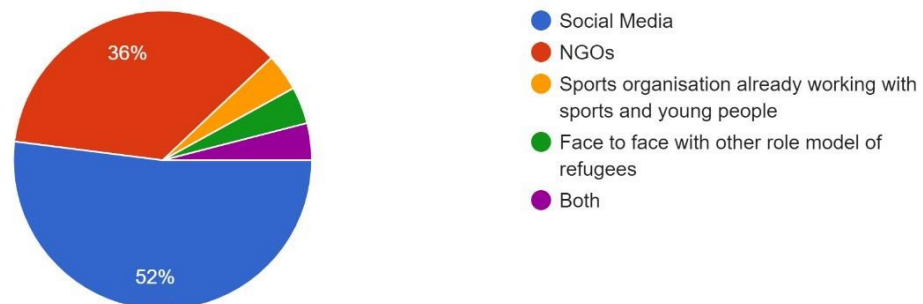
The majority of the respondents (56%) stated that they have never worked with the same target group in the sports field. This implies that most of the respondents have not had previous experience working specifically with migrant youth in the sports domain. These respondents may have limited or no direct involvement in providing sports-related opportunities or support for this particular target group. On the other hand, 44% of the respondents indicated that they have previously worked with migrant youth aged 18-30 in Europe in the sports field. This suggests that a significant portion of the respondents have prior experience working with the target group in the context of sports-related activities.

3. If you worked before please give details.

The respondent worked with refugees to prevent them from becoming passive citizens before obtaining refugee status. They utilized sports to activate and engage the refugees. From 2014 to 2022, a respondent focused on the sport of hockey, involving approximately 20-25 participants in the activities. One respondent organized a successful volleyball match specifically for young migrant people. Some respondents engaged in social circus activities or provided language support through translation services and language classes. This effort ensured that language barriers did not hinder the target group's participation in sports activities. Respondent actively engaged with the community of the target group by attending local events, establishing partnerships with organizations, and collaborating with leaders. Workshops on peer mentoring have been organised, connecting them with individuals who successfully integrated into the sports community or had similar backgrounds. This provided role models and mentors who shared experiences, offered guidance, and provided support. Collaboration played a vital role in the respondent's work. They partnered with local sports organizations, schools, community centers, and other stakeholders to expand opportunities for the target group in sports. This collaborative effort aimed to access resources, expertise, and funding to support the development and sustainability of sports programs.

4. Which of the following is the most effective channel to reach the target group?

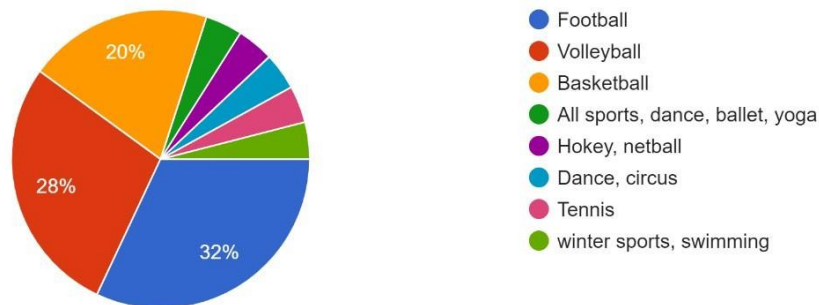
25 réponses



52% of the respondents believe that social media is the most effective channel to reach the target group. This suggests that they consider platforms such as Facebook, Instagram, Twitter, or other social media platforms to be highly impactful in reaching and engaging with the target group effectively. 36% of the respondents indicated that NGOs (Non-Governmental Organizations) are the most effective channel. This implies that they believe organizations specializing in working with migrant youth or refugees have the necessary expertise, resources, and networks to effectively reach the target group by promoting and facilitating their participation in sports activities. 4% of the respondents stated that sports organizations already working with sports and young people are the most effective channel. Another 4% of the respondents indicated that face-to-face interaction with other role models of refugees

is the most effective channel. Lastly, 4% of the respondents believe that both social media and NGOs are equally effective channels to reach the target group. These findings suggest that social media, NGOs, and direct personal connections with role models or sports organizations all have their own perceived strengths and effectiveness in reaching the target group.

5. Within the scope of the project, which sports area of the target group do you support in particular?
25 réponses



Within the scope of the project, the respondent supports various sports areas of the target group. The data indicate that the highest percentage of support goes to football, with 32% of the respondents focusing on this sport. Volleyball and basketball are also prominent, with 28% and 20% support, respectively. Some respondents show a more diverse approach, with 4% supporting all sports, including dance, ballet, and yoga. Another 4% focus on a combination of hockey and netball, while another 4% support dance and circus activities. Additionally, 4% of the respondents specifically support tennis, and the same percentage extends their support to winter sports and swimming. Overall, the project seems to have a diverse range of sports supported, with a particular emphasis on football, volleyball, and basketball. Other activities like dance, ballet, yoga, hockey, netball, circus, tennis, winter sports, and swimming also receive varying degrees of support within the project's scope.

What would you suggest to encourage people to take up sports that are not very popular?

To encourage participation in less popular sports, suggestions include using social media for advertising, suggesting individuals try the sport and embracing potential failure, organizing open days and try out sessions, highlighting networking and health benefits, offering demo versions and combining with social events, inviting participation in sports sessions, hosting tournaments and free taster days, attending professional games, creating promotional content, ensuring accessible facilities and equipment, arranging introductory sessions or clinics, partnering with schools and educational institutions, fostering a sense of community through local tournaments,

engaging popular athletes and influencers, providing financial support or incentives, sharing inspiring athlete stories, partnering with local businesses, organizing experiential activities, and connecting the target group with successful athletes.

What is the greatest benefit of increased participation of the target group in sport?

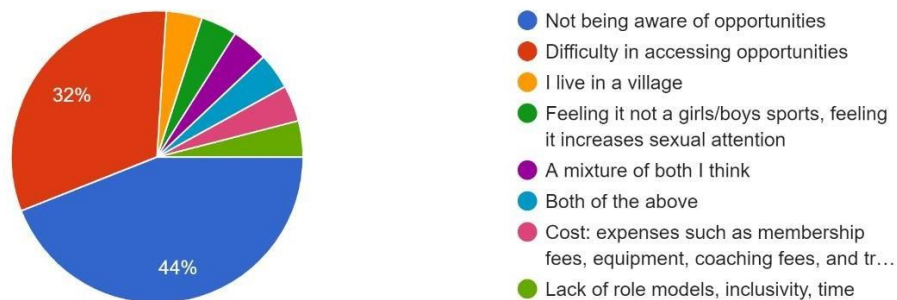
Increased participation of the target group in sports can have several significant benefits, including integration into society and a sense of belonging, improved communication skills, getting off the streets and meeting new people, enhanced mental health, networking opportunities, stress relief, socialization, building relationships and bonds, making new friends, promoting a healthy lifestyle, teaching time management and discipline, fostering diversity and inclusion, improving cardiovascular health, muscular strength, and flexibility, maintaining a healthy weight, reducing the risk of chronic diseases, promoting social interaction and team building, developing lifelong friendships, establishing healthy habits and an active lifestyle, reducing healthcare costs, and creating a sense of unity and understanding among diverse individuals. It also provides physical and social benefits, helps with adaptation and sociability, and contributes to personal well-being and social connections.

What can low participation in sports lead to?

Low participation in sports can lead to various consequences such as lower average health, decreased interest and competition in the given sport, aggression, isolation, obesity, lack of motivation, decreased productivity, increased health problems, lack of coordination and teamwork, segregation or lack of network, limited opportunities to connect with other athletes, feeling unhealthy and lacking self-confidence, not connecting with peers, exclusion, not developing skills for later life, increased health issues like obesity and unhealthy living, sedentary lifestyles, and reduced mental well-being. It can also result in economic impacts and the loss of talented athletes. Additionally, physical inactivity can lead to decreased flexibility and energy levels.

9. What is the biggest obstacle of participation in sport?

25 réponses



These findings highlight various barriers to sports participation, including lack of awareness, difficulties in accessing opportunities, living in rural areas, gender-related concerns, cost factors, and lack of role models and inclusivity. 32% of the respondents identified "Not being aware of opportunities" as the biggest obstacle. This suggests that a significant portion of the target group may not be aware of the available sports opportunities, programs, or events in their community. 44% of the respondents highlighted "Difficulty in accessing opportunities" as the main obstacle. This indicates that a substantial number of individuals face challenges in accessing sports opportunities, which could be due to factors such as limited availability of sports facilities, transportation issues, or lack of resources and support to participate in organized sports activities. 4% of the respondents mentioned that they live in a village. Living in a rural area, where sports infrastructure and resources may be limited, can pose a significant obstacle to participating in sports for individuals residing in these areas. Another 4% of the respondents expressed concerns about feeling that certain sports are not suitable for their gender or increase unwanted sexual attention. 4% of the respondents believed that a combination of both not being aware of opportunities and difficulty in accessing them is the biggest obstacle to sports participation. 4% of the respondents mentioned cost-related factors as the primary obstacle. Another 4% of the respondents cited a lack of role models, inclusivity, and time as obstacles to sports participation.



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