



## **3DBIZ4YOUTH:**

**An Innovative Programme to promote the  
employability and inclusion of youth with fewer  
opportunities in the labour market for a  
sustainable future**

### **Article 1**

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## Consortium:



## Article Title: The 3DBIZ4YOUTH Project



The project promotes the aims of the EU YOUTH STRATEGY 2021-2027 which places Youth Work high in the agenda of Member States as it connects, engages and empowers young people from different backgrounds with essential knowledge, skills, attitudes and competences to create an inclusive, sustainable, socially just and more resilient Europe.

The project addresses the emerging need to upgrade the quality of Youth Work, support Youth Workers with new skills, digital methodologies & tools while creating new, targeted learning opportunities to engage, connect & empower young people with fewer opportunities to become ACTIVE CITIZENS – AGENTS of SOCIAL CHANGE AND DIGITAL INNOVATION for the SUSTAINABLE DEVELOPMENT of their communities.

The project aims:

- To strengthen the profiles of YOUTH WORKERS, trainers or other professionals with DIGITAL – 3D MODELLING, DESIGN AND PRINTING (3D-M-P) COMPETENCES linked to social ENTREPRENEURIAL SKILLS, based on comprehensive assessment procedure (eco-system of MICRO-CREDENTIALS)
- To UPGRADE the key competences of Youth with fewer opportunities through the acquisition of 3D-P skills
- To promote their access, inclusion and participation for a better career orientation.
- To promote 3D-P as a means for eco-friendly approaches to be exploited as part of SOCIAL AND DIGITAL INNOVATION FOR SUSTAINABLE DEVELOPMENT

Target Groups:

- YOUTH WORKERS, VOLUNTEERS and other PROFESSIONALS with relevant basic IT experiences/ expertise (e.g. with IT, Engineering, Physics, Sciences, Computing background) working within the YW sector, especially with young people with fewer opportunities (as described below) who will strengthen their profiles, with new competences related to 3D technologies, design, modelling and printing and social entrepreneurial skills.
- YOUNG PEOPLE 16+ WITH FEWER OPPORTUNITIES (with emphasis on FEMALE) such as youth with migrant background, NEETs, marginalised, living in rural areas, with socio-economic difficulties, who have limited opportunities to attend technology-



related workshops/activities to acquire targeted digital and entrepreneurial skills, that can enhance their employment prospects in the digitalised labour market.

- **COMMUNITY AND ASSOCIATE PARTNERS:** Municipalities, VET schools, HEIs, community councils, business experts in 3D, career counsellors, parents, policy-makers, NGOs etc. This group can offer its guidance to YW and YP for the qualification, expertise and experiences required for employment as per the digital transformation of the labour market.

For more information you can visit the website [www.3dbiz4youth.eu](http://www.3dbiz4youth.eu)