

ERASMUS +

PROMYSE - PROMoting Youth Social Entrepreneurship

Output 3 - Design, Development & Testing of capacity building & networking platform





This Intellectual Output will be the HTML version of the training, integrating also the networking platform.

The Networking Platform will be an online space, where youth with academic or professional experience in health and social care field that wish to engage in social entrepreneurship (with focus on health and social care), will be able to:

- ✓ **Familiarise** themselves with entrepreneurship and social entrepreneurship principles and sector specific demands related to health and social care
- ✓ **Follow** a comprehensive course to enhance/develop their knowledge and skills in setting up and managing and sustaining a social enterprise.

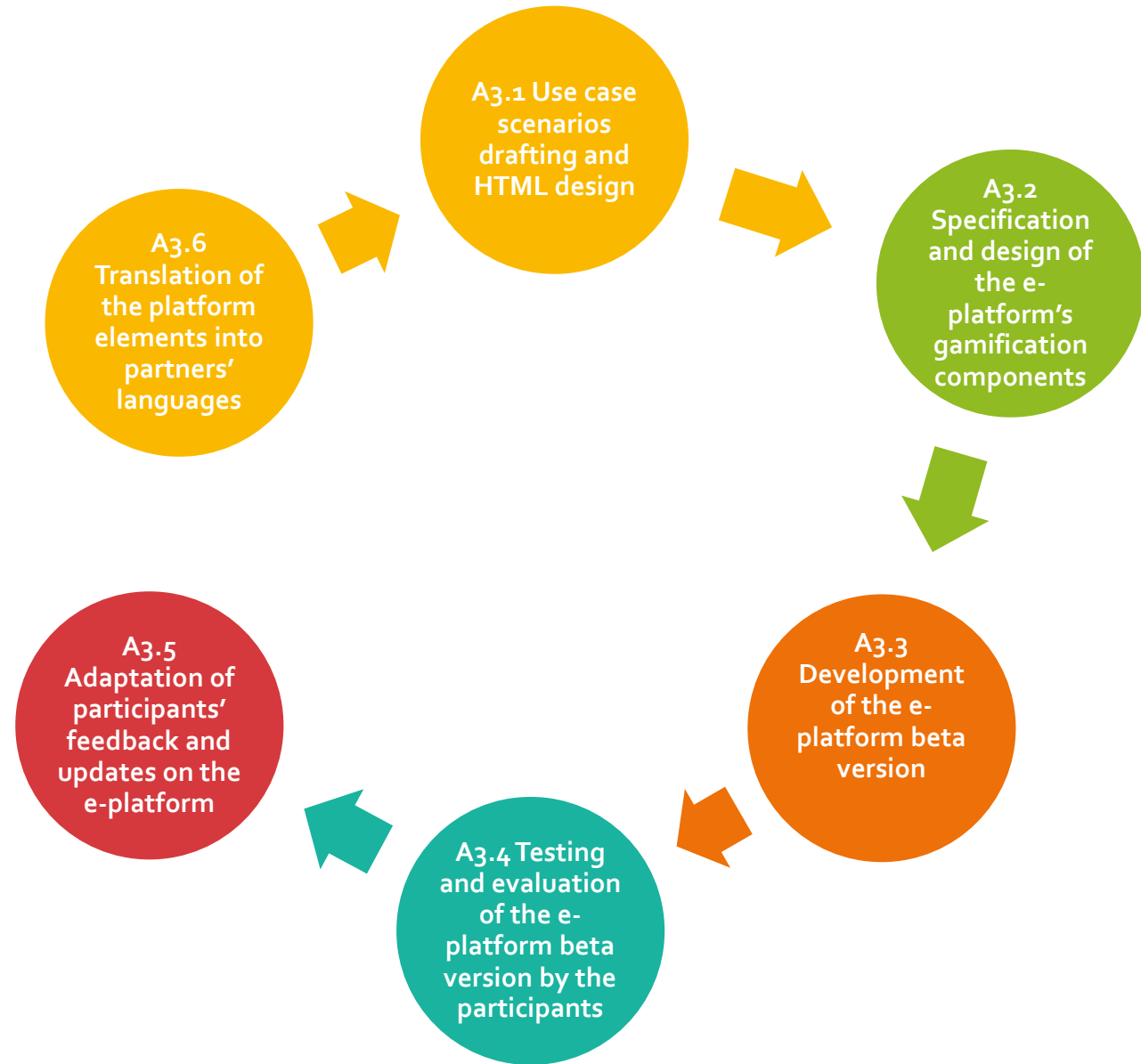
- ✓ The e-platform will include **a networking area** that will give the users the opportunity to exchange experiences, concerns and ideas, seek opportunities for collaborations and support each other in their ambitious effort.
- ✓ The e-platform and its content will be **translated** in all partner languages (English, French, Greek, Italian and Lithuanian), in order for its reach and impact to be significant.
- ✓ The e-platform will be **developed** using **open source** technologies in order to be easily maintainable, transferable, extensible and adaptable to other contexts after the end of the project implementation period.
- ✓ The consortium will place great emphasis on the **user experience**, aiming to make sure that the capacity building and networking platform is responsive (can be accessed via multiple devices), easy-to-use, accessible, secure, easy to navigate through etc.



ENTREPRENEURSHIP



6 Activities of Intellectual Output 3



A3.1

Use case scenarios drafting and HTML design

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A **use case scenario** describes a real-world example of how one or more people or organizations interact with a system. They describe the steps, events, and/or actions which occur during the interaction. Usage scenarios can be very detailed, indicating exactly how someone works with the user interface, or reasonably high-level describing the critical business actions but not the indicating how they're performed.

In this activity **all the main use case scenarios will be described in short.**

Templates for Wordpress CMS and Learnpress LMS will be reviewed and selected to be used as a draft HTML design.

A3.2

Specification and design of the e-platform's gamification components

Canary Wharf Consulting

The capacity building & networking platform **will be enhanced with and complemented by gamification elements** that will promote youth engagement and facilitate the learning procedure

Elearning requires a lot of motivation on the student's part to keep going. In cases like these, **gamification plays a crucial role as an active engagement tool that keeps a learner interested** and helps him keep in head in the game.

In LearnPress, two gamification add ons, namely LearnPress Certificate and LearnPress myCred Integration are available. LearnPress Certificate gives a student a certificate upon course completion and LearnPress myCred is used to **create a point system to award a learner points for every task he successfully completes.**

Quizzes will be used as gamification component as well.

A3.3

Development of the e-platform beta version

*Canary Wharf
Consulting*

Wordpress CMS and Learnpress LMS will be installed including all the add-ons and the templates that will be used.

Set up and some **major customizations** will be also done in this activity for the **beta version to be released**.

A3.4

Testing and evaluation

All partners

Once the development of the e-platform beta version is complete each partner will organize and conduct testing sessions with the Social Entrepreneurship Ambassadors, who will follow the capacity building course, and interact with their peers in the partner countries via the networking area in order to provide feedback.

A3.5

Adaptation of participants' feedback and updates on the e-platform

Canary Wharf Consulting

Feedback with regards to the platform's

- *completeness*
- *usefulness*
- *user-friendliness*

will be recorded and incorporated in the final version of the e-platform.

Wishing to develop an online tool that will outlive the project funding period, the consortium will place **great emphasis on the user experience**, aiming to make sure that the capacity building and networking platform is responsive (can be accessed via multiple devices), easy-to-use, accessible, secure, easy to navigate through etc.

A3.6

Translation
of the platform
elements into
partners' languages

All Partners

- The course will be **translated** in **all partner** languages, i.e. English, French, Greek, Italian and Lithuanian
- It is expected that its reach and impact will be **significant**. It will be transferable and also accessible
- Special **software** will be **integrated** for those with **visual** or **hearing impairments**.

Proposed Technical Solution



Proposed Technical Solution

CMS Core Features

Simplicity

Flexibility

Easy Publishing Tools

User Management

Media Management

Full Standards Compliance

Easy Theme System

Extendable with Plugins

Built-in User Comments

Search Engine Optimized

Multilingual

Proposed Technical Solution

LMS Core Features

Creation and
management of
unlimited Courses,
Lessons, Quizzes &
Questions

Easy creation of
Courses with the Drag
and Drop Course
Builder

Multiple Course &
Lesson Settings

Enrollment Control

Control of Students &
Instructors Access

Monetization of
Courses

Communication with
students

Highly Extensible

Server side Requirements

Proposed Technical Solution

Client side Requirements

- Apache or Nginx
- PHP 7 or greater
- MySQL 5.6 or greater OR MariaDB 10.0 or greater
- The mod_rewrite Apache module (for Apache only)
- HTTPS support

A
modern
browser

THANKYOU