

## **Training for teachers:**

## "Running and starting a Social Economy organization"

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Co-funded by the Erasmus+ Programme of the European Union







ALMA MATER STUDIORUM UNIVERSITÀ DI BOLOGNA Department of management



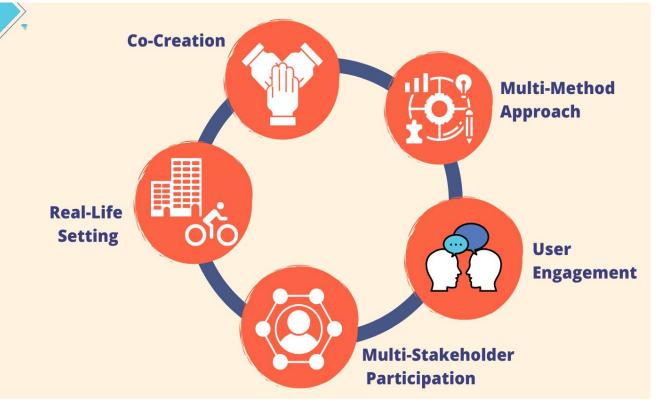
# **SE4Ces – Living Labs**

#### Training needs of the social economy

- **Skills mismatch** between educational offer and needs of social economy organizations
- **Poor collaboration** between universities, students and social economy stakeholders

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Need for a **common EU framework** for social economy training 



Living Labs implementation Living Labs are social innovation spaces that co-create solutions to social and sustainability challenges related to a **specific territorial context**, adopting a multistakeholder and interdisciplinary approach



## **SE4Ces – literature review**

#### **Living Labs in Higher Education Institutions**

- According to literature review, Living Labs take a role in sustainability training and support skill development.
- **Co-creation of the educational offer** and development of innovative and collaborative teaching
- **Improve communication** between university, students and stakeholders

#### **Barriers to Living Labs implementation**

- lack of communication channels
- lack of expertise
- difficulty in implementing a bottom-up process
- difficulty in engaging participants





## Innovative educational tools

#### **CO-PRODUCED IN CO-CREATION WORKSHOPS**

#### 1° GROUP GAMIFICATION

They designed a series of **virtual tours in SE organizations**. These tours would be done by one student equipped with a camera, while the others would follow from the class in real time. The class would have a **goal**, such as **guessing the roles of the different people in the organization**, and would give instructions to the f2f student to get hints and complete the mission.

#### 2° GROUP PODCAST

The students will be asked to realize **5 podcast episodes** (15 minutes each) that focus on **different aspects** and points of view on the **corporate welfare**.

#### **3° GROUP ROLE-PLAYING**

Students would take part in a **role-playing**, **simulating** the creation of a strategic **partnership between different actors** (public entities, SE organisations, enterprises, umbrella organizations, social actors) to meet specific social needs.

### 4° GROUP CASE STUDIES

Students would be guided though all the steps by a combination of traditional lessons and debates about **pros and cons of different assessment methods** (to learn the theoretical aspects) and of case studies to solve. The goal is to define the right assessment method for each specific situation and to have strong communication with the organization.



## Innovative educational tools **FOCUS ON THE PODCAST**

#### **TOPIC: ORGANIZATIONAL WELFARE**

#### WHY:

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All interlocutors agree that organizatinal welfare is one of the most discussed topics among workers but least discussed in the classroom.

The **goal** is to analyze different organizations to understand how they practice organizatinal welfare and how workers perceive it.

#### HOW:

Students will select a limited number of organizations and define with them some interviews with HR manager and workers.

As a result, students will realize a 5-episode podcast focusing on:

- Legal framework;
- a final debate among the different actors.

- Interviews with workers, managers and operators of services about their perspective on organizational welfare;

## **Innovative educational tools** FOCUS ON ROLE-PLAYING

**TOPIC:** 

**CO-DESINING A PUBLIC FUNDING** 

#### WHY:

All stakeholders agree that students need more hands-on exercises in the classroom.

The goal is to match students with public and private actors by simulating a real public funding co-design call.

#### HOW:

The **lecturer provides** a real public funding **co-design call** and **a list of organizations** interested in participating.

**Students simulate a professional role** for each organization, while the lecturer simulates the role of a public actor and coordinates the discussion.

The simulation is intended to get **students** to support a discussion and **propose a negotiation**. In addition, the experiment aims to show students how real dynamics can influence the outcome of the announcement (e.g. Bargaining power, credibility and trust of the public administration).





# Innovative educational tools

#### **FOCUS ON ASSESSMENT TOOL**

#### **TOPIC:**

#### **IMPACT INVESTMENT READINESS**

#### WHY:

Possibility to offer insights to students on how to analyse the processes in an organization.

Validating a tool to adopt during **business** planning, internships, service-learning.

#### HOW:

Validation with a variety of stakeholders:

- group?
- **Investment Readiness of an organization?**
- strategic orientation and decision-making?
- professionals?

Then, we will adopt it for educational purposes in: • business planning activities • internships and service-learning



• How would you adjust the tool according to your professional experience and to the discussion in your

• Do you think the tool is useful for evaluating the Impact Do you see other functions for this tool? For instance, for • Would you adopt this tool to train current and future



## Module on "Running a SE organization"

#### **STRUCTURE**

Starting from a **real-life need** of the local community, students will build a Business Plan, in groups, in order to answer to this challenge. They will explore different types of organizations.

### CONTENT

- Management in social economy organizations
- Management Accounting
  in social economy
  organizations
- Finance in social economy
- Fundraising
- Business Plan

#### INNOVATIVE

#### **ASPECTS**

The module will be a combination of theoretical and practical experiences and will be run throughout the whole semester with the intent of developing a business plan.

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## **Practical cases**

Daniela Bolzani (UNIBO) and Barbara Petracci (UNIBO)

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## **Coffe break** 11:00 - 11:15





**Training for teachers:** 

"Creating and assessing value in Social Economy"

George Kokkinidis (ESSEX) and Valerie Fournier (FEBEA)

Co-funded by the Erasmus+ Programme of the European Union







**febea** EUROPEAN FEDERATION OF ETHICAL AND

EUROPEAN FEDERATION OF ETHICAL AND ALTERNATIVE BANKS AND FINANCIERS









## **WP7: Evaluation Activity**

Christina Galani (Stimmuli for Social Change)

Co-funded by the Erasmus+ Programme of the European Union







## **Objectives of the LM evaluation tasks**

- Evaluate participants' experience in the Learning Mobility event
- Assess participants' satisfaction with the educational package
- Explore what the participants have gained from the event
- Identify participants' expectations from their
  - involvement with the project



## LM evaluation tool #1: Online poll



- - a link & QR code
- - **5-point scale**
- - attitudes towards the educational material



#### An online poll will be distributed to the participants via

#### The poll contains 12 close-ended questions answered in a

#### **The poll measures: a) overall satisfaction with the event,**

#### b) satisfaction with the educational package & c)



## LM evaluation tool #2: Postcard to the future

- Participants will fill an online form containing 3 open-ended questions
- The postcards are used to measure: a) what the participants have gained from the LM event, & b) their expectations from their involvement with the project
  Responses will be automatically compiled to postcards through a python programme, and will be content-analyzed to identify attitude trends and themes for further exploration
- Postcards will be sent to respondents a few months later
  along with a questionnaire investigating whether
  expectations have been met

I want you to remember that Co-creation is the key of the SE4Ces project.

Post Cara

Dear me.

This project is important because it connects universities with the SE communities.

During the past few months you should have expanded your network and made more new connections with SE practitioners

## **Next Steps**

#### **1 Evaluation planning**

#### What:

Design evaluation activities for upcoming events

#### How:

Evaluation planning template



#### **2** Analyze results

<u>What:</u>

Extract preliminary findings from evaluating project activities

#### <u>How:</u>

Analyze data from initial evaluation activities



#### **3 Report to partners**

<u>What:</u>

Partners are updated on preliminary findings & adjust evaluation strategy if needed

#### <u>How:</u>

Stimmuli issues a *monthly evaluation report* for the partners before each monthly meeting

## Check out our tools!

## **Evaluation poll**





## **Postcard to the future**





# Stay in touch. Scan the QR!



## or go to our website socialeconomy4ces.auth.gr





#### **@SE4Cesproject**





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#### For those who have booked,

# See you for dinner at Locanda delle donzelle at 19:30 Via Polese 7A, Bologna



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> Goodbye! Thank you



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