



ECHE – European Cultural Heritage Enterprise

Project number: 2018-2-CY02-KA205-001313

ECHE GAME APP- INSTRUCTIONS



Dear user,

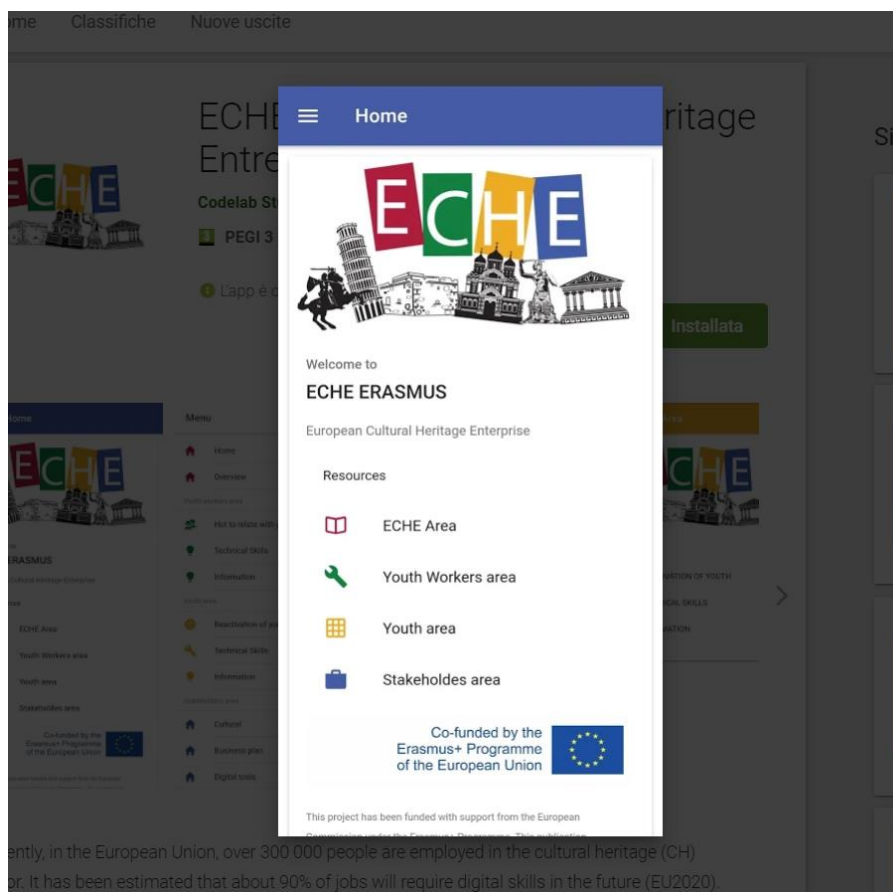
ECHE mobile application is one of the intellectual outputs of the ECHE project.

The ECHE mobile application “<https://play.google.com/store/apps/details?id=it.codelabstudio.eche>” has been designed in order to bring innovative elements to a large number of people: Youth workers, young people, and stakeholders.

Structure

The ECHE mobile application will be structured in 4 main sections:

1. **ECHE area**
2. **Youth workers area**
3. **Youth Area**
4. **Stakeholders Area**

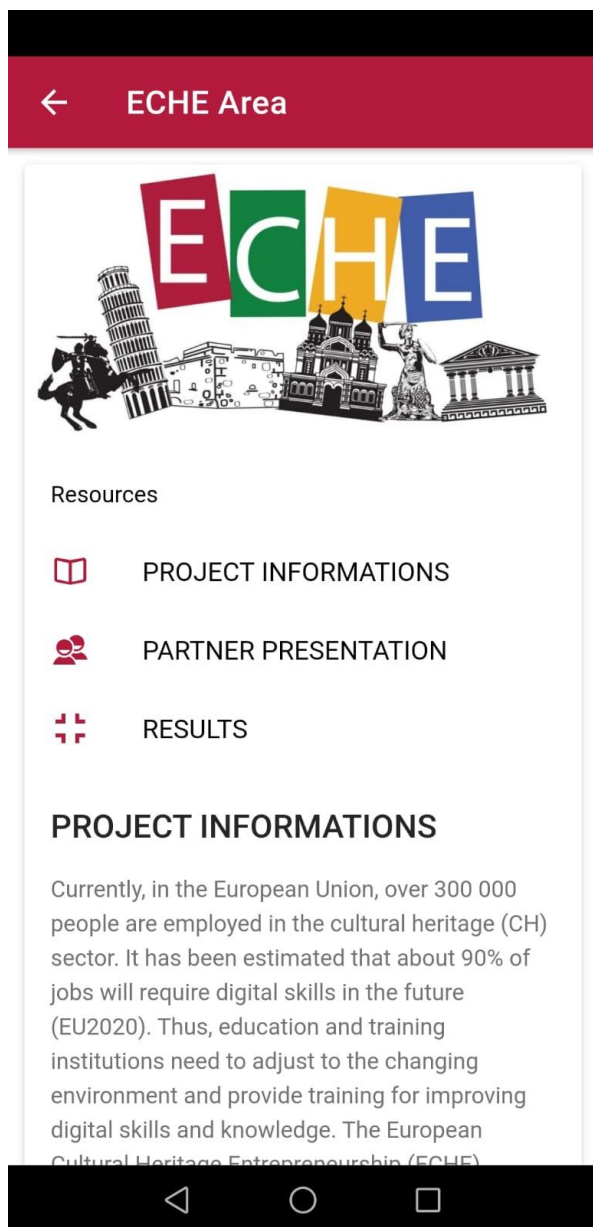


Co-funded by the
Erasmus+ Programme
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1. ECHE area



By accessing this area it will be possible to view information on the project, partners, scheduled events organized by the partnership and it will be possible to view or download all the tangible results of the project.

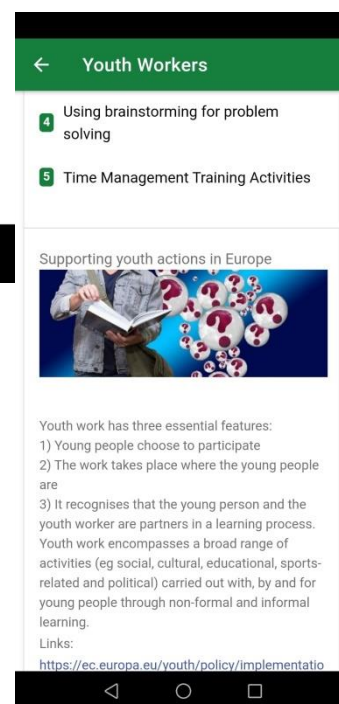
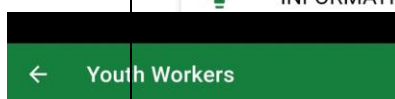
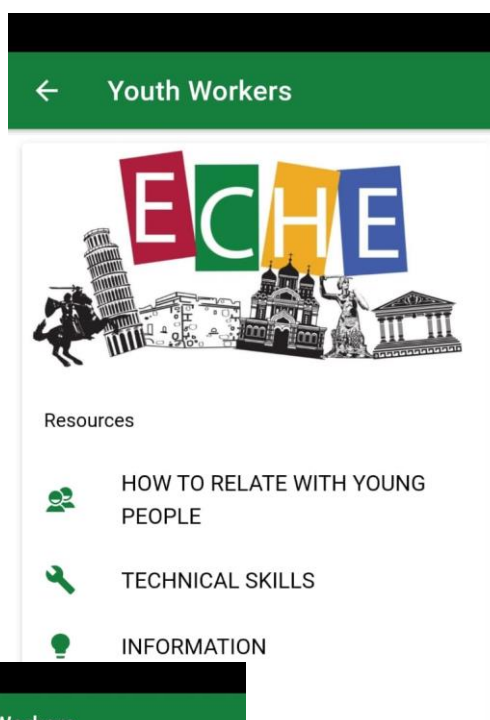


2. Youth workers area

This is a formative and informative section, addressed to the Youth workers.

It will be divided into 3 macro areas:

1. **How to relate with young people**, especially unemployed, in order to improve, update and exchange good practices of approach to young people.
2. **Technical skills**. The YW will explore issues related to new ICT tools, communication techniques, business development in the cultural field, in order to acquire transferable skills to be shared with the young people they work with.
3. **Information** on issues addressed in the project. It will be possible to view for example links, institutional links, articles, connection with ECHE GAME in order to update and inform about all news of the sector and with the ambition to become a useful working tool for YW and to test the acquired skills.



3. Youth Area



It will be divided into 3 macro areas:

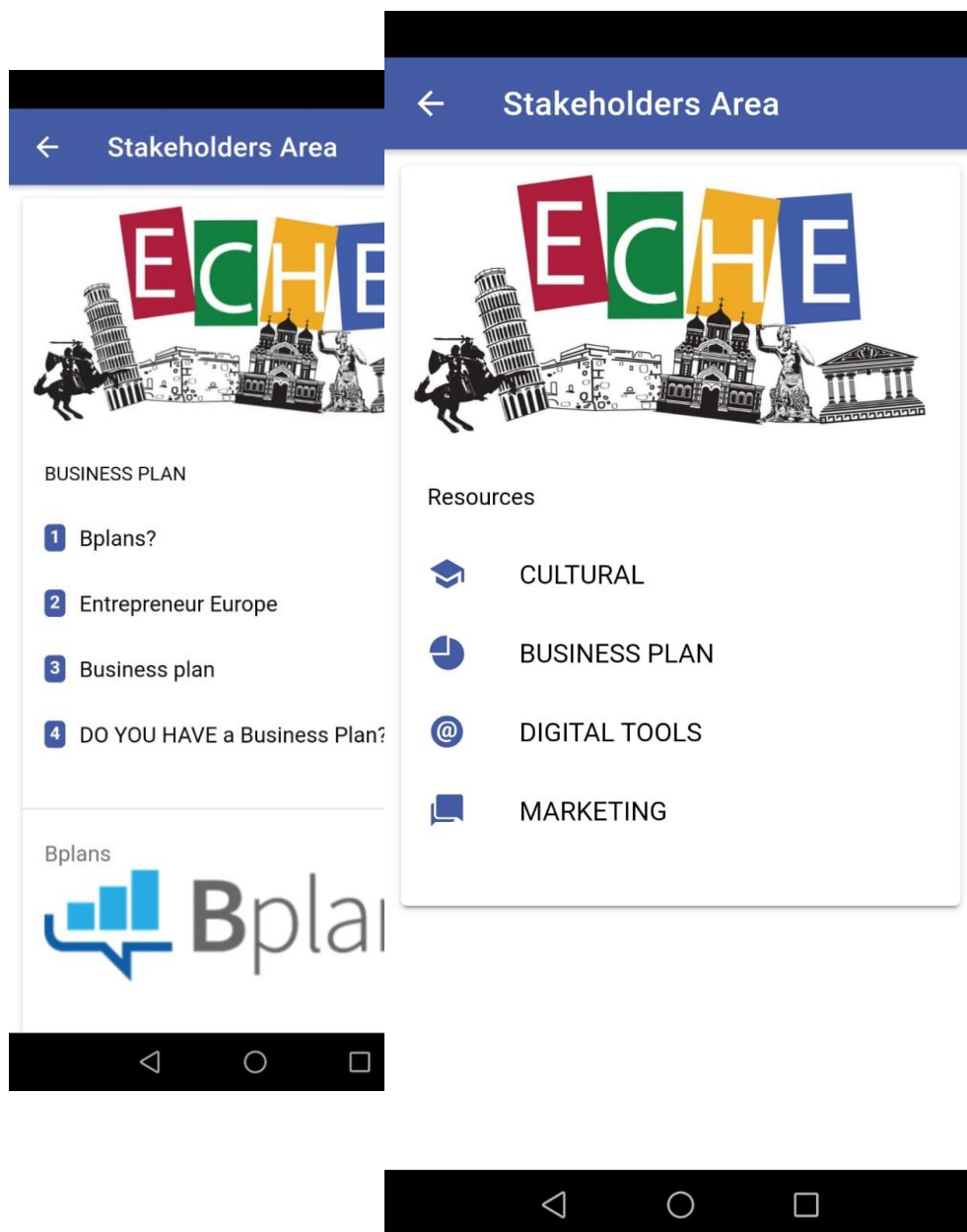
1. **Reactivation of youth.** Here young people will find informative materials, coaching paths and testimonies useful to activate paths to exit from disadvantaged situations.
2. **Technical skills.** In this area users will find all the specific technical knowledge and tools in ICT and business development in the cultural sector, useful for entering the labor market.
3. **Information** on issues addressed in the project. It will be possible to view for example links, institutional links, articles, connection with ECHÉ GAME.



1. Stakeholders Area

This is an informative section, addressed to the stakeholders of each partner country that will allow them to access information about issues addressed in the project. The APP will allow to download information freely.

It will consist of a blog where stakeholders will have the opportunity to compare, get information and exchange good practices on how to integrate, help and support unemployed young people, how to enhance their territory and support youth cultural entrepreneurship



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