

Outcomes

Each partner will co-design with its main stakeholders a local project. Within each of the 6 territory projects defined, it will be set up a testing phase of co-creative upgrader training courses in open innovation laboratory. This pilot will run for 6 months (from February to July 2018) and involve a total of 12 professionals and 60 unemployed young people.

Intellectual outputs developed by the partnership will include:

1. State of the Art and opportunities of the territory through focus groups
2. Networking and promotion platform
3. Toolbox for project leaders in the reuse sector / reuse
4. Training checklist, baseline / Competency Map of a co-creative upgrader
5. Blended learning course in open innovation laboratory
6. Spatial Concept



To find out more, you can contact:

Per-Olof Hallberg
Gastrike Atervinnare.
www.international.gastrikeatervinnare.se
Mail: per-olof.hallberg@gastrikeatervinnare.se
Tel: +46 26 17 29 23

Partnership

Office de l'Environnement de la Corse (France) - www.oec.fr



Agenzia per lo Sviluppo Empolese Valdelsa Spa (Italy) - www.asev.it



AID BW-EFT (Belgium) - www.aid-bw.be



Institute for Technology and Quality (Portugal) - www.isq-group.com



Consell Insular de Mallorca (Spain) - www.consellidemallorca.net



Etudes Et Chantiers Corsica (France) - etudesetchantiers.org/corsica



Gastrike atervinnare (Sweden) - www.gastrikeatervinnare.se



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**Promote co-creative projects
in recovery/repair/reuse sector &
boost social and professional
inclusion among youth**



This project has been funded with support from the European Commission.

This publication reflects the views only of the authors, and the Commission cannot be held responsible for any use which may be made of the information contained therein.

Project number: 2016-1-FR01-KA202-023909

Context

Nowadays, the economy model generates consumerism to excess reaching the loss of fundamental value of things. A new product flow continuously renews what has been installed on the market a few weeks ago, and people prefer throw away things instead of repair it.

The EU has committed to recycle half of its waste and to "practically eliminate" discharges by 2020. It is also the policy of the 3 R of COP21 which includes the promotion of an effective policy of using resources, circular economy and innovation.

In this context, innovative private initiatives to promote the development of the waste recovery sector are emerging as it is the case for "ressourceries". Collection, refurbishment, recycling or resale of objects condemned to the waste, these initiatives combine waste reduction and job creation. Implementing useful economic activities in its territory and its inhabitants, these centers also become an excellent tool of employability, especially among young and low-skilled public, when the unemployment is still very high within the European Union.



Co-creative Youth project

The recovery/repair/reuse sector is structuring and expanding nowadays with a multiplicity of complementary actors: public actors that supervise and support these activities, actors who are part of "extended producer responsibility directive", actors whose primary activity is the recovery/repair/reuse; environmental associations, consumer associations....

But the VET institutions have also an important role to play. They have to collaborate all together and create partnerships to develop a dynamic sector.



The vitality of an area means to organize its people around a territorial project which takes into account, on the basis of a shared vision, all structural activities on which depends the lifestyle of people and the opportunities offered by other areas.

It's about defining together with inhabitants, the sustainable strategies for a project generating wealth and fulfillment.

Project aims



The Co-creative youth project aims to:

- ⇒ Build partnerships between the waste management services, local authorities, training organizations, companies and players in the social economy to facilitate the recovery potential in this area and enrich actions of a cross-reflection.
- ⇒ Develop tools for project leaders helping them to better understand their territory and to emerge dynamic around their activities.
- ⇒ Initiate the development of new forms of innovation based on sharing, as frugal innovation integrating societal settings in the heart of the projects.
- ⇒ Promote social and professional integration of young people in difficulty by introducing them to creative intelligence, through Co-Design workshops.