Group 3 — undefined

- Volunteering
- Social Enterprise
- Community Development

} Do something for Society, „I want to help/do something, but don't know what"

⇒ Volunteering

1. matching
2. how to set up my own, if there isn't anything

Persona:

Use skill, give back, be in social environment, meet new people, put skills to good use after retirement, no financial interests, improve something

→ How can we match people with skills with NGOs? ⇒ bring people together
→ How can we help somebody to set up their own organisation?
→ Do they have the right attitude etc. to set up their own? ⇒ Do they have the necessary skills?

- find something meaningful to do after retirement
- transfer skills to other contexts
- not only professional skills, but also from hobbies etc.

Day 2:

→ Central thoughts: based on Sassi
→ Create bridges from working to retirement life
→ link between enterprises (business sector) and citizenship projects
→ connection between work life skills and convert them to social sector
→ silver agers use skills
→ bring meaning to transition
→ new solutions for co-existing

Who are we?
A team of consultants, interdisciplinary, „interage"

Integrating Digital Learning
• teach soft skills to professionals who want to transition into volunteering work, who e.g. might be stuck in their ways?
• Programme that challenges employees and helps them develop

searching for opportunities, including leaning outcomes, self-assessments, etc.

HR service for employee development
→ matching → soft skill development
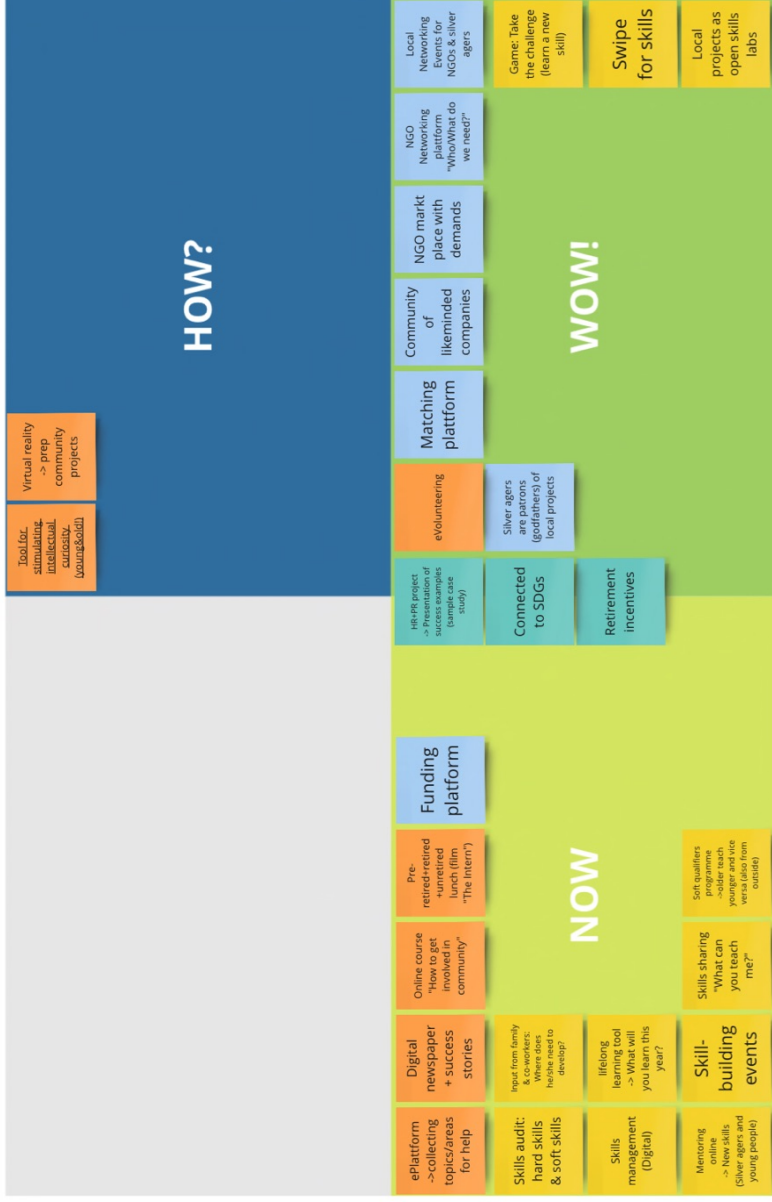→ assessment
→ focus on older people

Day 3:

Skill development

- Skills management (Digital)
- Skills audit: hard skills & soft skills
- Game: Take the challenge (learn a new skill)
- Mentoring online → new skills (Silver agers and young people!)
- Swipe for skills
- Soft qualifiers programme ->older reach younger and vice versa (also from outside)
- lifelong learning tool → What will you learn this year?
- Input from family & coworkers. Where does he/she need to develop?
- Skill-building events
- Skills sharing "What can you teach me?"
- Local projects as open skills labs

Skill Assessment

- Skill assessment programmes
- Assess current skills & give recommendations where they could be useful
- Later life career review (self-assessment)
- Self-awareness assesments
- Confidence raising "classes"
- Mentoring events, silver agers can share their skills and knowledge
- What is you legacy? (Digital post-its)

Internal/external analysis

- Community needs analysis
- Firm's local stakeholder analysis
- Include in QM of company
- Observatory of skills needs in community organisations

Digital tools

- ePlattform →collecting topics/areas for help
- Online course "How to get involved in community"
- Pre-retired>retired >unretired lunch (film "The intern")
- Digital newspaper + success stories
- eVolunteering
- Virtual reality → prep community projects
- Tool for stimulating intellectual curiosity (young&old!)
- Digital (board) game for social enterprise
- Register of information→ formal learning opportunities (matching tool)
- Digital Story "What would you be if you could start again?"

Community development

- Implementation Management for community activity
- Company communities
- Teambuilding events for specific community projects
- Volunteering try-outs

Companies advantages

- Retirement incentives
- HR+PR project → Presentation of success examples (sample case study)
- Connected to SDGs

Platforms (matching, funding)

- Funding platform
- Community of likeminded companies
- Matching plattform
- NGO markt place with demands
- Local Networking Events for NGOs & silver agers
- NGO Networking platform "Who/What do we need?"
- Silver agers are patrons (godfathers) of local projects

Testimonies and meetings

- NGO presentations inside company
- Silver agers teach NGO project people
- Party: NGO people and company people
- Regular official meetings company + silver agers (network for feedback and new ideas
- Testimonies from people involved in social project
- Internal local community festivals + funding
- Award for most creative silver ager

Networking

- Alumni
- Liaising with universities of 3rd age
- NGO → Association Succession Management
- SDG Pathways for individuals (sector examples?)

Feasibility

HOW?

- Tool for stimulating intellectual curiosity (young&old!)
- Virtual reality -> prep community projects
- Local Networking Events for NGOs & silver agers
- NGO Networking platform "Who/What do we need?"
- NGO markt place with demands
- Community of likeminded companies
- Matching platform

WOW!

- eVolunteering
- Silver agers are parrons (godfathers) of local projects
- Game: Take the challenge (learn a new skill)
- Swipe for skills
- Local projects as open skills labs

- HR-PR project -> Presentation of success examples (sample case study)
- Connected to SDGs
- Retirement incentives

NOW

- Funding platform
- Pre-retired+retired +unretired lunch (film "The Intern")
- Online course "How to get involved in community"
- Digital newspaper + success stories
- ePlattform ->collecting topics/areas for help
- Skills audit: hard skills & soft skills
- Input from family & co-workers: Where does he/she need to develop?
- Skills management (Digital)
- lifelong learning tool -> What will you learn this year?
- Mentoring online -> New skills (Silver agers and young people)
- Skill-building events
- Skills sharing "What can you teach me?"
- Soft qualifiers programme -older teach younger and vice versa (also from outside)

Difficult

Easy

Normal

High

Level of Originality/Innovation

Treasure Hunt Boardgame including a way
to spark curiosity and go at and explore

: Bridge between companies and social
sector/NGOs

Prototyping

"learning programme"
→ planned with Level 5
→ including digital components
→ Boardgame as pathway
→ AR e.g. look at empty bench, and see
  person telling stories in AR on phone
(→action cards/event cards/profile cards)
→ after each action choose if yes, maybe or no
→ have categories to have slight differentiation
  e.g. culture, health care, sustainability,
        innovation
→ real bench to start virtual tour
→ train station, junction box to choose direction
→ storytelling to make information more interesting
→ listen to story (Level 2) → what next?

→ Stories behind NGOs to get people to think about it → stimulate intellectual curiosity

→ one bench with all the stories for one location

→ choose bench colour according to category

1. section: listen to story for theoretical info
2. section: here is what you can do to support

→ Passenger at first while listening to story, then relate to self and own skills "Do I want to invest time, money, skills?"

→ story as jumping of point with tasks inbetween

→ general story behind NGOs, afterwards "How can I continue the story?"

Start

culture →

health care →

sustainability →

etc.

Story about/ behind NGO
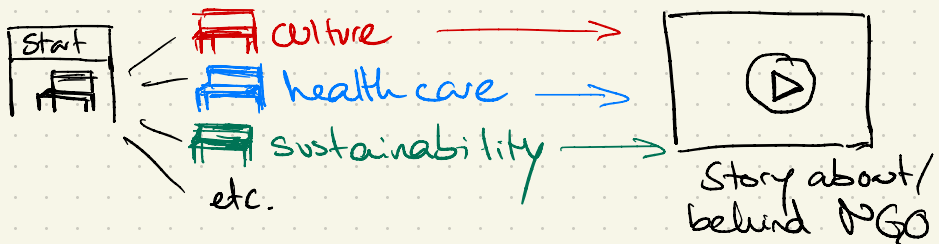
Profile of organisations (maybe including a quiz) to match needs with own skills

| Start |

culture →

health care →

sustainability →

etc.

Story about/ behind NGO

I am interested!

Pick a card
- find out more
- meet the team
- catch our events
- what good are they actually doing
- ...
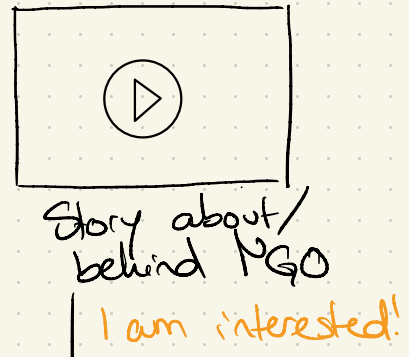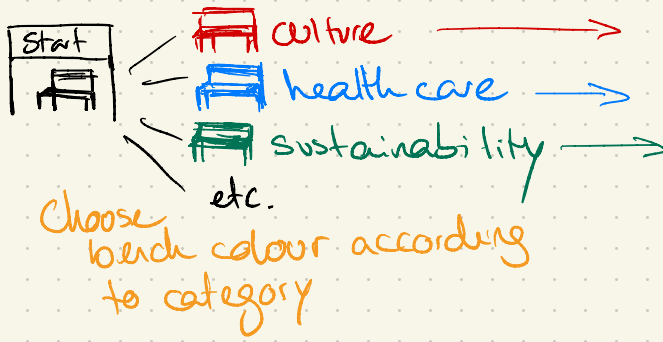
asses own skills in regards to NGO needs

assessment through Spiders

- Rate organisation against 5-6 criteria and get spider
- Rate themselves to similar criteria and get spider
  → How do they match?/Do they match?

Day 4:

What is interesting/relevant for the story?
→ Field/Category
→ People
→ What are we doing?
→ Impact „what will the future look like with our efforts?"

Framework for Creating Stories

cur8

	Why	**What**	**How**	**What if.....**
Content	What are the key issues/message you want to get across?	What are the things that need to be done/must be changed?	What are the activities that must be done for the change to happen?	What will the future be like we do this? What would happen if there is no change?

	Who	**Learning**
Audience	Who needs to be involved to make this happen?	What are the main lessons that you hope will be learnt? How does this vary for different learners?

	Structure	**Characters**	**Sense of urgency**	**Delivery plan**
Story	What is the framework for the story? The setting / the characters / The plot/issues/ conflict/problem / concerns/worries/potential impact / resolution/s	Who or what are the key characters? What are the factors that will allow the audience to empathize with the characters?	Why should the "audience (Teachers/ parents/ grandparents)" make a choice to support the change/suggested solution - and when.... now?	What is the sequence of people, places and events to tell the story for the audience?

	Design	**Testing/getting feedback**
Tell	What are the relevant formats for the visual content? Are there cultural, organisational, or personal expectations from the audience?	Who should be included in the testing of the story? How will you get feedback on its use/value?

- Research questions after video based on W- Question from Story-Framework

- Competence Framework of organisations / Organisation Profile with necessary and/or needed skills → filled in by organisation

==After research==: How do you see the competence profile of organisation? → Receive profile → match own competences & skills (Reflect on it with Reflection questions
  → what do you enjoy doing?
  → what do others compliment you on/ ask your advice for?
  → what are your proudest accomplishments?

==app.gather.town== → online tool, virtual walk through, game-like look