

**MOVE & ACT - Empower Youth through
Entrepreneurial and Digital Skills**

2022-1-PL01-KA220-YOU-000086569



Multiplier Event Report

Lead Partner: e-Nable Greece, MyArtist Koin.S.Ep

Country: Greece



CONTEXT

Grant agreement	2022-1-PL01-KA220-YOU-000086569
Programme	Erasmus+
Action type	Cooperation partnerships in youth
Project acronym	MOVE & ACT
Project title	Empower Youth through Entrepreneurial and Digital Skills
Project starting date	2022-10-01
Project duration	30 months
Project end date	2025-03-31
Project website	www.moveandact-project.com



PROJECT CONSORTIUM

P1 - Coordinator	PL	SPOLECZNA AKADEMIA NAUK (SAN)	 SPOŁECZNA AKADEMIA NAUK <small>UNIVERSITY OF SOCIAL SCIENCES</small>
P2	GR	e-Nable Greece	
P3	IT	Associazione Ergon a favore dei Sordi	
P4	PL	Fundacja Instytut Re-Integracji Społecznej	
P5	ES	Associacio Programes Educatius Open Europe	 <small>Associació Programes Educatius</small> OPEN EUROPE
P6	GR	MyArtist Koin.S.Ep.	
P7	LT	Asociacija "Socialinis hubas"	 SOCIALINIS HUBAS

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Description of the Event

Multiplier Event Report in Greece

Host: e-Nable Greece, MyArtist Koin.S.Ep (e-Nable Greece & MyArtist)

Place/Venue: Old Townhall in Elefsina, Attica

Date: The event was held on the 27th of February.

Description of the event:

Agenda and logistics:

The Multiplier Event of the Move&Act project took place in Elefsina, Attica, Greece on the 27th of February 2025 at 17:30 h in the old Town Hall of Elefsina. In 2023, Elefsina became the European Capital of Culture and in the old Townhall several cultural activities and art promotion is taking place. The photovoice exhibition has received more than 40 visitors. The event aimed to promote the project's outputs, share its impact with a wider audience.

Demographics:

In the Photovoice exhibition we had the following profile of visitors:

- Youth workers from the local schools and organizations
- Youth adults interested in the art actions in the city
- Children with their families
- Representative of the GGA Academy (Greek Gaming Academy) and organization that aims to train youth.

Promotion of the event:

The event was promoted through the partners' social media and with personal calls to significant stakeholders of Elefsina.

Conclusion

The survey results indicate that the multiplier event was successful in achieving its objective of disseminating the project outcomes to young people and youth organisations and youth workers. The GGA Academy (Greek Gaming Academy) was very interested in this project and express openly their willingness to further use the project's deliverables in their own training actions. In general, the photo exhibition was a perfect way to exchange knowledge, debate and find potential for further collaboration.

Photos







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