WomInCreativePower NEWSLETTER N4



HIGLIGHT

Last part of the project
WomInCreativePower of was dedicated in
collecting recordings about the
experiences of migrant and refugee
women. They talked about support for their
integration into the European societies
promoting a sense of identification and
belonging.

The partner organizations also created and tested a board game to encourage the entrepreneurial mindset, especially among women. It aimed at promoting the social and economic participation of migrant and refugee women through hands-on instruction.

At the project's final multiplier events in each country, direct beneficiaries got the chance to learn about the game and how to utilize it to promote the social and economic participation of migrant and refugee women through hands-on instruction.

MAIN OBJECTIVES OF 104



The last part of the project, which consisted of promotional videos and a board game (Intellectual Output 4) had the following objectives::

- 1) To share experiences and information to migrant and refugee women to support their integration into the European societies and promote a sense of identification and belonging
- 2) To foster the dissemination potential of the project
- 3) To prompt the sustainable endurance of its positive effects on the target groups and the European societies as a whole.

ACHIEVEMENTS



- The partners have created 20 video materials
- The game have been played in 4 partnering countries, while more than 100 people took part in Multiplier events



FINANCED BY:

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PROJECT PARTNERS:

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THE OUTCOME OF 104



"SMART START" TABLE GAME

The participants of the game found the structure and rules of the game to be a little difficult at first, but they learned by playing, and the feedback was very positive. They found the game to be enjoyable and the tools were helpful for developing ideas. The game was also given as a gifts to migrant women who are just starting out as independent company entrepreneurs. They will use it to develop their ideas, form their goals and working structure, identify the necessary resources, and get prepared to specific situations.

VIDEOS PORTRAYING REAL STORIES

Some women portrayed in films have flourishing businesses. They abandoned their professions and jobs and reached to make their goals a reality. Among the participants, there were mentees in the WICP mentoring program, a dance school owner and dancing instructor, one women recently started her local vegan kimchi business, a music producer, local artist, a founder of a mediation firm.

They all appreciated being involved in the project as an alternative way of promotion and partnership building. The women talked about their stories and struggles that could help others on the same path to get inspired and connect.

They all appreciated very much being involved in the portraying and found it as an opportunity to use it for self-promotion. The women were happy to talk about their stories and struggles that could help others on the same path to get inspired and connect. As a result, some ladies contacted the partnering organizations as they were curious about the programs they run and wanted to get engaged in the initiative.

