

S.I.M.P.L.E. Project – Social Impact Measurement Plan, Learning and Empowerment

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ITALY, SLOVENIA, SPAIN, GREECE, BULGARIA

This project aims to identify sustainable paths, business models, and impact measurement methodologies to help SMEs in this transformational path.

The main project output is the development of a shared blended training offer on the subject, open and free for everybody, focused on the continuous training of entrepreneurs and workers.

Geographical area

Italy, Slovenia, Spain, Greece, Bulgaria

Period of implementation

17 November 2020 – 30 May 2023

Scope of the practice

Continuing Vocational Education and Training (CVET)

Introduction and context

The project partnership is composed of the following organisations:

- I.S.R.E. International Salesian Higher Institute of Educational Research (Italy);
- Prism Consulting Sr, SME (Italy);
- The Institute of Business Education, of the Chamber of Commerce and Industry of Slovenia – (Slovenia);
- Panteion University of Social and Political Sciences (Greece);
- Italian Chamber of Commerce of Barcelona (Spain);
- Kauzi foundation (Bulgaria);
- PIMEC – Micro, Petita i Mitjana Empresa de Catalunya, employers' confederation of SMEs and the self-employed of Catalonia (Spain)
- Different stakeholders have been involved in this initiative: enterprises, VET trainers, institutional and social partners.

Objectives

- Develop a Training Programme for Sustainability and Social Business Innovation with related skills on strategic paths, business models, organisational processes, measurement tools with the development and systematic adoption of a shared blended training offer;
- Promote digital integration in learning activities aimed at increasing the competences with the co-design and development of interactive and Gamified Open Educational Resources:
 - Open Educational Resources, in the form of interactive video pills;
 - SIM-Game (Social Impact Measurement Game).
- Develop and standardise methods and tools to measure and manage social impact in target SMEs against the planned social innovation objectives by adopting a Social Impact Measurement Plan;
- Align 24 partnership trainers and consultants, involved in two transnational mobilities to:
 - acquire the methodological references of instructional design to elaborate the contents of the OER to be realised by producing interactive, training video pills and Game-based learning;
 - implement the functional plan to guide the target SMEs to measure social impact and guide learners in its application in target companies during company check-ups.

The project received EU funding (co-funded by Erasmus+).

Key activities and outcomes

The project foresees three main outputs:

- To develop a Training Programme for Sustainability and Social Business Innovation with the related skills about strategic paths, business models, organisational processes, measurement tools with the development and systematic adoption of a shared blended training offer;
- To promote digital integration in learning activities aimed to increase the skills defined in 1) with the co-design and development of Interactive and Gamified Open Educational Resources:
 - a. Open Educational Resources, in the form of interactive video pills;
 - b. SIM-Game (Social Impact Measurement Game).
- To elaborate and standardise methods and tools to measure and manage social impact in target SMEs with respect to the planned social innovation objectives adopting a Social Impact Measurement Plan.



SOURCES

[Social Impact Measurement Plan, Learning and Empowerment website](#)