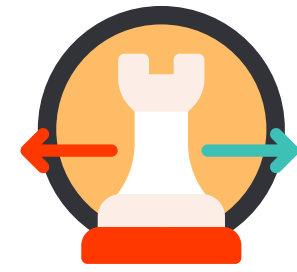




PROJECT OVERVIEW AT A GLANCE



Project Focus
Empowering young people and youth workers in the Western Balkans to address social and environmental challenges through the development of sustainable social enterprises and active citizenship.



Target Group
Youth workers, youth organisations, young people, stakeholders and the general public in Albania, Kosovo, Bosnia & Herzegovina



A 24-month initiative
(01/03/2024 – 28/02/2026)



6 Partners across 5 Countries
Cyprus, Greece, Albania, Kosovo, Bosnia & Herzegovina



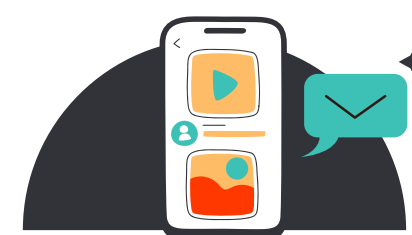
MISSION

To empower young people in the Western Balkans to solve local challenges through social entrepreneurship, while strengthening youth organizations and fostering cooperation with the EU



OBJECTIVES

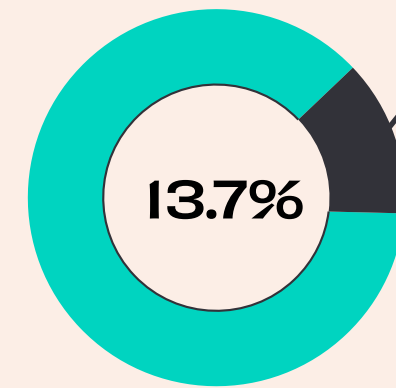
- **Skill Development:** Equip youth and youth workers with digital and entrepreneurial skills to launch and manage social enterprises.
- **Ecosystem Building:** Create tailored learning tools and lay the groundwork for a support system through mentoring and hackathons.
- **Awareness:** Promote awareness of social issues (such as the environment and inclusion) and social business models



FOLLOW US

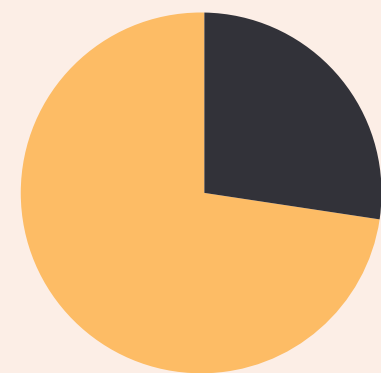
- www.epic-project.eu
- [epicproject.eu](https://www.instagram.com/epicproject.eu)
- Entrepreneurial Citizenship for Social Change

KNOWLEDGE GAP & RESOURCE SCARCITY

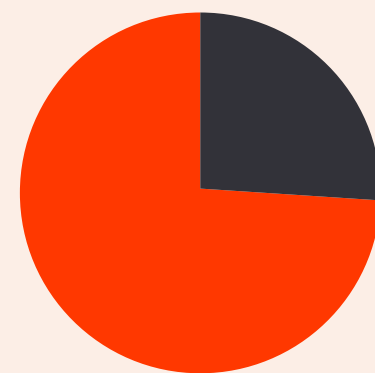


EU Average NEET Rate Vs Regional Highs

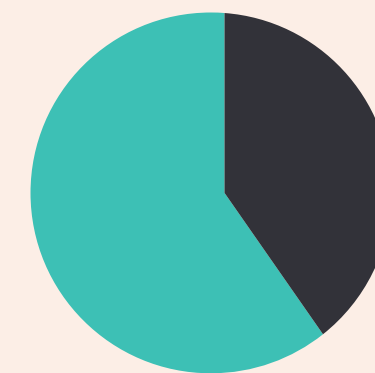
REGIONAL HIGHS



Albania (27.9%)



Bosnia & Herzegovina (25.9%)



Kosovo (40.4%)



Low awareness of social entrepreneurship among youth and stakeholders



Limited access to mentoring, legal support, and structured education

REACH AND IMPACT

10,000+ stakeholders reached

Engaged through regional social media, digital awareness campaigns, the launch of the EPIC open-access eLearning Hub and 3 specialised learning resources developed.

120 participants trained

60 youth workers and 60 young people across Albania, Kosovo, and Bosnia & Herzegovina

15 youth workers trained as trainers

Specialized through a 5-day Train-the-Trainer programme and Study visit in Athens.

24 social projects incubated

Real-world solutions including AI-based e-waste repair and circular food-waste solutions

90 young innovators

Engaged in 3 national hackathons



Funded by the European Union. Views and opinions expressed are however those of the author(s) only and do not necessarily reflect those of the European Union or the European Education and Culture Executive Agency (EACEA). Neither the European Union nor EACEA can be held responsible for them.
Project No: 101131326

