



YIELDS

Youth Innovative GBL
Emotional Intelligence
for Development of
Sustainability Skills

Sustainability and Exploitation Plan

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Introduction

The YIELDS – Youth Innovative Game-Based Learning for Emotional Intelligence and Development of Sustainability Skills project is a transnational Cooperation Partnership in the field of Youth under the Erasmus+ KA220-YOU action. The project responds to a clearly identified European need to equip young people and youth workers with transversal competences that are increasingly essential for sustainable development, active citizenship, and social cohesion. At its core, YIELDS integrates Game-Based Learning (GBL) methodologies with emotional intelligence (EI) development to foster sustainability skills, aligning with the European Union’s priorities on common values, youth participation, innovation in youth work, and the Sustainable Development Goals (SDGs).

The conceptual foundation of YIELDS is grounded in the recognition that sustainability challenges (environmental, social and economic) cannot be effectively addressed without strengthening young people’s emotional intelligence, critical thinking, empathy, and capacity for responsible decision-making. Emotional intelligence is positioned within the project not merely as an individual soft skill, but as a transformative competence that enables young people to understand the consequences of their actions, engage constructively with diverse stakeholders, and adopt sustainable behaviors at personal, community and societal levels. By combining emotional intelligence with sustainability education, YIELDS introduces a holistic and future-oriented learning model that transcends traditional cognitive approaches to environmental awareness.



The project's innovative dimension lies in its systematic use of Game-Based Learning, including both board games and digital/serious games, as pedagogical tools for youth work. GBL is employed as an experiential, participatory and learner-centered approach that enhances motivation, engagement, and retention of knowledge, while simultaneously encouraging reflection, collaboration, and problem-solving. Within YIELDS, games are not treated as supplementary activities, but as core educational instruments designed to simulate real-life sustainability dilemmas, ethical challenges, and emotional responses, thereby enabling learners to experiment, fail safely, and internalize complex concepts through practice.

YIELDS is implemented through a transnational partnership composed of organizations with complementary expertise in youth work, education, sustainability, research, social economy, and European project implementation. This diversity ensures that the project outputs are pedagogically sound, contextually relevant, and adaptable across different cultural and socio-economic environments. The partnership structure enables the co-creation of tools and methodologies that reflect a European perspective, ensuring that results go beyond national contexts and contribute to shared EU-level knowledge and practice in innovative youth work.

The project's intervention logic follows a coherent pathway from needs analysis to capacity building and practical application. Initial research and needs assessment activities inform the development of a structured database and toolkit focused on emotional intelligence and sustainability skills. These resources are subsequently transferred and validated through training and capacity-building activities targeting youth workers, followed by mobility activities that facilitate peer learning, intercultural exchange, and the direct engagement of young people. The project culminates in comprehensive dissemination and impact actions aimed at ensuring visibility, uptake, and long-term use of results.

Within this framework, the Sustainability and Exploitation Plan constitutes a strategic instrument to ensure that the intellectual outputs, methodologies, and learning outcomes generated by YIELDS remain active, accessible and impactful beyond the project's funded lifetime. Sustainability is understood in a multidimensional sense, encompassing institutional, pedagogical, social, and policy-related dimensions, while exploitation refers to the systematic use, adaptation, and scaling of project results by partner organizations, associated stakeholders, and the wider youth sector at local, national, and European levels.

This plan articulates how YIELDS outcomes—particularly the GBL toolkit, training methodologies, and enhanced youth worker competences—will be embedded into organizational practices, disseminated through existing networks, and aligned with ongoing and future initiatives in youth work, education, and sustainability. By doing so, the project aims to contribute to the long-term strengthening of innovative youth work, reinforce the recognition of non-formal learning outcomes, and support young people in becoming emotionally intelligent, sustainability-oriented, and active European citizens.

Purpose of the Sustainability – Exploitation Plan

The Sustainability and Exploitation Plan of the YIELDS project constitutes a core strategic component designed to ensure the long-term continuity, usability, and systemic impact of the project's results beyond the funded implementation period. Within the project's framework of sustainability and exploitation are not treated as ancillary or post-project considerations, but as integral elements of quality project design, directly linked to relevance, impact and European added value.

From a conceptual standpoint, sustainability in the context of YIELDS refers to the capacity of the project's outcomes namely the Game-Based Learning (GBL) toolkit, the emotional intelligence-oriented training methodologies and the enhanced competences of youth workers—to remain pedagogically valid, institutionally embedded and socially relevant after the formal conclusion of project activities. Sustainability is therefore understood as a multidimensional construct encompassing institutional sustainability, pedagogical sustainability, social sustainability and policy-related sustainability.

In parallel, exploitation is defined as the structured and intentional process through which the project's tangible and intangible results are actively used, transferred, adapted, and scaled by the partner organizations and external stakeholders. In alignment with Erasmus+ principles, exploitation within YIELDS is non-commercial in nature and is primarily oriented towards capacity building, quality enhancement of youth work, and systemic innovation in non-formal education settings.

The primary purpose of this Sustainability and Exploitation Plan is to ensure that YIELDS does not remain a finite, project-bound intervention, but evolves into a long-lasting reference framework for youth work practices addressing emotional intelligence and sustainability skills. Given the rapidly evolving nature of environmental challenges and the increasing demand for transversal competences among young people, the plan seeks to preserve the relevance of YIELDS outputs by enabling their continuous use and contextual adaptation across diverse European youth ecosystems.

A fundamental objective of the plan is the institutionalisation of project results within the partner organizations. Each consortium member operates within established national and transnational youth networks and delivers ongoing youth work, training, or educational activities. The Sustainability and Exploitation Plan provides a structured approach through which YIELDS methodologies and tools are integrated into these existing organizational portfolios, ensuring that they become part of regular practice rather than isolated project outcomes. This institutional embedding significantly reduces the risk of result obsolescence and reinforces organizational ownership.

Furthermore, the plan aims to strengthen the professional capacity of youth workers beyond the project's lifetime. By ensuring continued access to the YIELDS database, toolkit, and training materials, the plan supports youth workers in independently facilitating Game-Based Learning processes focused on emotional intelligence and sustainability.

In this sense, sustainability is directly linked to human capital development, as the competences acquired during the project are expected to generate long-term multiplier effects through repeated application with new cohorts of young people. Another critical purpose of the Sustainability and Exploitation Plan is to enhance the transferability and replicability of YIELDS results at European level. The plan promotes open access, modular design, and methodological flexibility, allowing external organizations to adopt and adapt project outputs according to their specific cultural, educational, and institutional contexts. This approach aligns with the Erasmus+ objective of fostering European cooperation and knowledge circulation, ensuring that the benefits of transnational collaboration extend beyond the immediate partnership.

In addition, the plan serves as a mechanism to reinforce the recognition and valorisation of non-formal learning within youth work. By systematically documenting learning outcomes related to emotional intelligence and sustainability competences, and by linking these outcomes to structured methodologies, the plan contributes to ongoing European efforts to enhance the quality, visibility, and legitimacy of youth work as a key educational field.

The Sustainability and Exploitation Plan also has a clear policy-oriented purpose. Through strategic dissemination and engagement with stakeholders, the plan enables YIELDS outcomes to inform discussions at local, national, and European levels regarding sustainability education, innovative pedagogies, and youth participation. In this way, the project's results may contribute indirectly to policy development and to the alignment of practice with European frameworks such as the Green Deal, the Youth Strategy, and the Sustainable Development Goals.

Finally, the plan provides a coherent operational framework that defines responsibilities, mechanisms, and timelines for post-project exploitation activities. By establishing a shared understanding among partners regarding sustainability commitments, the plan ensures coordinated action and long-term accountability, thereby maximizing the impact and return of Erasmus+ investment.

Essentially the purpose of the YIELDS Sustainability and Exploitation Plan is to safeguard the project's legacy, transform its results into durable resources for the European youth sector, and support the continuous development of emotionally intelligent, sustainability-oriented young citizens. Through institutional embedding, capacity building, transferability and policy relevance, the plan ensures that YIELDS achieves impact well beyond its contractual duration.

Sustainability – Exploitation Plan Target Groups

The effectiveness of the YIELDS Sustainability and Exploitation Plan is intrinsically linked to the clear identification, differentiation, and strategic engagement of its target groups. Sustainability and exploitation within Erasmus+ Cooperation Partnerships in Youth require not only the production of high-quality outputs, but also the existence of well-defined user communities capable of adopting, transferring, and further developing project results. In this context, YIELDS adopts a multi-layered target group approach that reflects the complexity of the European youth work ecosystem and supports long-term impact at individual, organizational, and systemic levels.

Primary Target Group: Youth Workers and Youth Educators

The primary target group of the Sustainability and Exploitation Plan consists of youth workers, trainers, facilitators, and educators operating in non-formal and informal learning environments. This group represents the principal multiplier of YIELDS outcomes, as youth workers function as intermediaries between project methodologies and young people. The sustainability of the project is therefore highly dependent on the extent to which youth workers are empowered to internalize, apply, and further disseminate the Game-Based Learning methodologies developed within YIELDS.

Through the Sustainability and Exploitation Plan, youth workers are positioned not merely as end-users of the project toolkit, but as active agents of methodological continuity. By maintaining access to the YIELDS database and GBL toolkit, youth workers can continuously integrate emotional intelligence and sustainability-focused games into their regular activities, training programs, and local initiatives. This repeated application ensures the long-term pedagogical relevance of the project outputs and supports the development of a shared European practice in innovative youth work.

Secondary Target Group: Young People (18–30 years)

Young people aged between 18 and 30 constitute a core secondary target group of the Sustainability and Exploitation Plan. While they are direct beneficiaries during the project implementation, their role extends beyond participation, as they are expected to become long-term carriers of sustainability-oriented attitudes, behaviors, and values. The plan aims to ensure that young people continue to benefit from YIELDS outcomes through the sustained use of Game-Based Learning activities facilitated by trained youth workers after the project's conclusion.

From a sustainability perspective, young people represent a dynamic and renewing target group, as each new cohort engaged through YIELDS methodologies contributes to the continuous diffusion of emotional intelligence and sustainability competences. The plan supports youth empowerment by encouraging young participants to act as peer educators, community ambassadors, and advocates for sustainable practices, thereby reinforcing the social sustainability of the project results.

Tertiary Target Group: Youth and Educational Organisations

A third critical target group comprises youth organisations, non-governmental organisations, educational centres, and social economy actors active in the fields of youth work, lifelong learning, and sustainability. These organizations are central to the exploitation strategy, as they provide the institutional frameworks within which YIELDS outputs can be embedded, adapted, and scaled.

The Sustainability and Exploitation Plan encourages organizations beyond the partnership to adopt YIELDS methodologies as part of their regular programming. By integrating the GBL toolkit into organizational training offers, project-based activities, and strategic development plans, these organizations contribute to the institutional sustainability of the project. Furthermore, organizational uptake facilitates the replication of YIELDS practices across different geographical and socio-cultural contexts, strengthening European added value.

Quaternary Target Group: Trainers, Researchers and Academic Actors

Trainers, researchers, and academic stakeholders involved in youth studies, education, sustainability and non-formal learning represent an additional target group of the Sustainability and Exploitation Plan. This group contributes to the theoretical validation, critical reflection, and further development of the YIELDS approach.

By making project results openly accessible, the plan enables researchers and trainers to analyze, adapt, and build upon the YIELDS framework, fostering synergies between practice and research. This engagement supports the long-term evolution of the project's methodologies and enhances their credibility within academic and professional discourse, thereby reinforcing pedagogical sustainability.

Policy Makers and Institutional Stakeholders

Policy makers, public authorities, and institutional stakeholders at local, national, and European levels constitute a strategic target group for the exploitation of YIELDS outcomes. Although they are not direct users of the toolkit, their role is crucial in shaping the enabling environment for innovative youth work practices.

Through targeted dissemination and policy-oriented communication, the Sustainability and Exploitation Plan aims to inform decision-makers about the relevance of emotional intelligence and Game-Based Learning in sustainability education. This engagement supports the integration of YIELDS principles into youth strategies, funding priorities, and policy frameworks, contributing to the systemic sustainability of project results.



European and Transnational Youth Networks

Finally, European and transnational youth networks represent a cross-cutting target group essential for the long-term exploitation of YIELDS outcomes. These networks facilitate knowledge transfer, peer learning, and cross-border collaboration, amplifying the reach and impact of the project.

By leveraging existing European platforms and networks, the Sustainability and Exploitation Plan ensures that YIELDS outputs circulate beyond national boundaries and contribute to a shared European repertoire of innovative youth work practices. This transnational dissemination reinforces the project's alignment with Erasmus+ objectives and maximizes its European added value.

Key Goals and Objectives

The Sustainability and Exploitation Plan of the YIELDS project is structured around a coherent set of key goals and objectives that translate the project's overarching vision into long-term, measurable, and transferable outcomes. These goals and objectives are directly aligned with the Erasmus+ KA220-YOU priorities, the project's intervention logic, and the identified needs of youth workers and young people in relation to emotional intelligence and sustainability competences. For analytical clarity, the goals and objectives are articulated across three interrelated levels:

- (a) strategic goals,
- (b) specific objectives, and
- (c) operational objectives.

This multi-level structure ensures conceptual coherence, facilitates monitoring, and strengthens the sustainability and exploitation potential of the project results.

4.1 Strategic Goals

Goal 1: Ensure the Long-Term Sustainability of YIELDS Outcomes

The first strategic goal is to guarantee the long-term sustainability of the intellectual and pedagogical outputs developed within YIELDS. This goal addresses the risk of project results becoming obsolete or underutilized after the conclusion of funding and responds directly to Erasmus+ quality expectations regarding durability and added value.

Sustainability in this context refers to the continued availability, relevance and applicability of the YIELDS Game-Based Learning toolkit, training methodologies, and supporting resources. The plan seeks to ensure that these outputs remain actively used by youth workers and organizations, contributing to ongoing competence development in emotional intelligence and sustainability education.



Goal 2: Maximise the Exploitation of Project Results Across the European Youth Sector

The second strategic goal focuses on the systematic exploitation and diffusion of YIELDS outcomes beyond the immediate partnership. This involves enabling a wide range of stakeholders to access, adapt, and replicate project results in different youth work environments.

By promoting open access, modular design, and methodological flexibility, the Sustainability and Exploitation Plan aims to foster scalability and transferability, ensuring that YIELDS contributes to innovation in youth work at European level rather than remaining confined to a limited number of pilot contexts.

Goal 3: Strengthen the Quality and Recognition of Youth Work

A third strategic goal is to support the professionalisation, quality enhancement, and recognition of youth work as a key educational field. By providing structured, evidence-informed methodologies that integrate emotional intelligence and sustainability through Game-Based Learning, YIELDS contributes to raising standards in non-formal education.

This goal aligns with European policy efforts to enhance the visibility and legitimacy of youth work and to reinforce its role in supporting active citizenship, social inclusion, and sustainable development.

4.2 Specific Objectives

Building upon the strategic goals, the Sustainability and Exploitation Plan defines a set of specific objectives that operationalise the long-term vision of YIELDS.

Objective 1: Institutionalise YIELDS Methodologies within Partner Organisations

The plan aims to ensure that all partner organisations integrate YIELDS outputs into their regular activities, training programmes, and strategic planning. This objective supports institutional ownership and guarantees that project results are not treated as isolated deliverables but as integral components of organisational practice.

Objective 2: Empower Youth Workers as Long-Term Multipliers

A core objective of the plan is to strengthen the capacity of youth workers to independently apply, adapt, and further disseminate the YIELDS Game-Based Learning methodologies. This includes sustained access to project materials, continued methodological guidance, and opportunities for peer learning and exchange. By focusing on youth workers as multipliers, the plan ensures that YIELDS outcomes reach successive generations of young people.

Objective 3: Facilitate Transferability and Replication Beyond the Consortium

The plan seeks to enable organisations beyond the partnership to adopt YIELDS tools and approaches. This objective emphasizes adaptability, ensuring that the methodologies can be contextualised to different cultural, educational, and socio-economic environments across Europe.

Objective 4: Contribute to Policy Dialogue and Strategic Frameworks

Another key objective is to support the use of YIELDS results in policy-oriented discussions related to youth participation, sustainability education, and innovative learning methodologies. Through targeted dissemination, the plan encourages the uptake of project insights by decision-makers and institutional stakeholders.

4.3 Operational Objectives

At an operational level, the Sustainability and Exploitation Plan translates strategic and specific objectives into concrete actions that ensure feasibility and accountability.

These operational objectives include:

- Maintaining open and free access to the YIELDS database, toolkit, and training resources after project completion.
- Ensuring regular use of Game-Based Learning activities in post-project youth work initiatives.
- Encouraging partners to reference and build upon YIELDS outputs in future Erasmus+ and EU-funded projects.
- Supporting the continuous dissemination of project results through organisational networks and European platforms.

4.4 Long-Term Impact Objectives

Beyond immediate sustainability, the plan articulates long-term impact objectives that reflect the transformative ambition of YIELDS.

These include:

- The development of emotionally intelligent, sustainability-oriented young citizens capable of responsible decision-making.
- The creation of a shared European practice in Game-Based Learning for sustainability education.
- The reinforcement of non-formal learning as a credible and effective pathway for competence development.

4.5 Coherence with Erasmus+ Priorities

All goals and objectives outlined in this section are fully aligned with Erasmus+ KA220-YOU priorities, particularly in relation to:

- Increasing the quality and innovation of youth work.
- Reinforcing links between policy, research, and practice.
- Promoting common values, civic engagement, and sustainability.

This alignment ensures that the Sustainability and Exploitation Plan contributes directly to the programme's strategic objectives while maximising the European added value of YIELDS.

Mission and Vision

The Mission and Vision of the YIELDS Sustainability and Exploitation Plan articulate the normative and strategic orientation that underpins the long-term continuation of the project's results. Rather than functioning as rhetorical statements, the mission and vision provide a conceptual anchor that guides post-project decision-making, prioritisation of actions, and stakeholder engagement. They define both the present role of YIELDS outcomes within the European youth work landscape and their intended future trajectory.

5.1 Mission

The mission of the YIELDS Sustainability and Exploitation Plan is to ensure the continued application, development, and dissemination of innovative Game-Based Learning methodologies that integrate emotional intelligence and sustainability education within youth work and non-formal learning contexts across Europe.

This mission is grounded in the recognition that contemporary sustainability challenges require more than technical knowledge or environmental awareness. They necessitate the development of emotional, social, and ethical competences that enable young people to engage critically with complex systems, understand the social and emotional dimensions of sustainability, and act responsibly within their communities. YIELDS addresses this need by positioning emotional intelligence as a foundational competence for sustainable behavior and civic engagement.

Within this framework, the mission of the Sustainability and Exploitation Plan is threefold. First, it seeks to embed YIELDS methodologies into the routine practices of youth workers and youth organisations, ensuring that emotional intelligence-oriented sustainability education becomes a sustained component of non-formal learning provision. Second, it aims to support youth workers as long-term multipliers, capable of independently facilitating, adapting, and evolving Game-Based Learning approaches in response to emerging sustainability challenges. Third, it strives to promote accessibility and inclusiveness, ensuring that YIELDS outputs remain openly available and adaptable to diverse socio-cultural contexts.

The mission further reflects a commitment to quality and evidence-informed youth work. By sustaining the use of structured methodologies and clearly articulated learning outcomes, the plan reinforces the professional identity of youth work and supports its recognition as a critical educational field contributing to European priorities such as social cohesion, active citizenship, and sustainable development.

5.2 Vision

The vision of the YIELDS Sustainability and Exploitation Plan extends beyond the immediate continuation of project activities and aspires to contribute to a systemic and cultural shift in how sustainability education is approached within youth work across Europe.

The long-term vision is to establish YIELDS as a reference framework for emotionally intelligent sustainability education, where Game-Based Learning is recognised as a legitimate, effective, and scalable pedagogical approach within non-formal and informal learning environments. In this envisioned future, youth workers, educators, and organisations across Europe routinely employ participatory, experiential, and emotionally informed learning methods to engage young people with sustainability issues.

At a societal level, the vision encompasses the emergence of empowered young citizens who possess not only knowledge of sustainability challenges but also the emotional awareness, empathy, and resilience required to navigate complexity, engage in dialogue, and contribute constructively to social and environmental transformation. Through sustained exposure to YIELDS methodologies, young people are envisioned as active agents capable of initiating and sustaining change at local, national, and European levels.

From a systemic perspective, the vision of the Sustainability and Exploitation Plan is aligned with broader European objectives, including the European Green Deal, the EU Youth Strategy, and the Sustainable Development Goals. By fostering long-term synergies between youth work, education, and sustainability policy, YIELDS aspires to influence how non-formal learning is positioned within these frameworks and to contribute to a more integrated and human-centred approach to sustainability education.

Furthermore, the vision anticipates the development of a transnational community of practice around Game-Based Learning, emotional intelligence, and sustainability. This community would facilitate continuous knowledge exchange, methodological innovation, and peer learning among youth workers, researchers, and practitioners, ensuring that YIELDS remains dynamic and responsive to evolving European challenges.

5.3 Mission-Vision Coherence and Sustainability Logic

The coherence between mission and vision is fundamental to the sustainability and exploitation logic of YIELDS. While the mission focuses on practical continuity and operational embedding, the vision provides a long-term horizon that justifies sustained investment in dissemination, capacity building and strategic partnerships. Together, they ensure that post-project actions are not fragmented or opportunistic, but guided by a shared understanding of YIELDS' role within the European youth work ecosystem. This coherence strengthens organisational commitment, enhances strategic alignment with EU priorities, and reinforces the transformative ambition of the project.

Strategies and Actions

The Strategies and Actions of the YIELDS Sustainability and Exploitation Plan define the practical mechanisms through which the project's mission, vision, and objectives are translated into long-term, structured, and coordinated post-project activities. This section operationalises sustainability and exploitation by articulating strategic axes accompanied by concrete, feasible actions, ensuring that YIELDS outcomes remain actively used, expanded, and embedded within the European youth work ecosystem. The strategies presented below are mutually reinforcing and collectively address institutional, pedagogical, social and systemic dimensions of sustainability, fully aligned with the Erasmus+ KA220-YOU intervention logic.

6.1 Strategy 1: Institutional Embedding of YIELDS Outcomes

Strategic Rationale

Institutional sustainability is a prerequisite for long-term impact. Without structured integration into organisational practices, project results risk remaining episodic or symbolic. This strategy ensures that YIELDS outputs become structural components of partner organisations' ongoing youth work activities.

Key Actions

- Integration of the YIELDS Game-Based Learning toolkit and methodologies into the regular training curricula, youth programmes, and educational offers of each partner organisation.
- Formal inclusion of YIELDS methodologies in internal training manuals, methodological guidelines, and quality assurance frameworks.
- Use of YIELDS outputs as reference material in future Erasmus+, CERV, or other EU-funded project proposals, reinforcing continuity and exploitation.
- Allocation of organisational staff responsible for maintaining and applying YIELDS methodologies beyond the project lifetime.

6.2 Strategy 2: Capacity-Based Sustainability through Youth Workers

Strategic Rationale

Human capital is the most durable sustainability mechanism in youth work. By investing in youth workers' competences, YIELDS ensures that its methodologies are continuously reactivated and adapted.

Key Actions

- Continued use of YIELDS Game-Based Learning activities by trained youth workers in post-project youth initiatives.
- Peer-to-peer knowledge transfer within organisations, whereby trained staff disseminate YIELDS methodologies to colleagues not directly involved in the project.
- Encouragement of youth workers to contextualise and adapt YIELDS games to local sustainability challenges, reinforcing relevance and ownership.
- Promotion of youth workers as facilitators of emotionally intelligent sustainability learning within their local and transnational networks.

6.3 Strategy 3: Open Access and Resource Sustainability

Strategic Rationale

Accessibility is a core condition for exploitation at European level. Open and unrestricted access ensures that YIELDS outputs remain usable and adaptable by external stakeholders.

Key Actions

- Long-term hosting of the YIELDS database, toolkit, and training materials on partner websites and digital platforms.
- Provision of materials in reusable, modular formats to facilitate adaptation by external organisations.
- Clear attribution and licensing that encourage educational reuse while safeguarding the integrity of the project outputs.
- Periodic content review by partners to ensure continued pedagogical relevance.

6.4 Strategy 4: Transferability and Replication Beyond the Consortium

Strategic Rationale

European added value is realised when project results transcend the original partnership. This strategy ensures that YIELDS methodologies can be replicated in diverse youth work contexts.

Key Actions

- Targeted dissemination of YIELDS outputs to external youth organisations, educational centres, and NGOs through partner networks.
- Presentation of YIELDS methodologies in conferences, seminars, and professional events related to youth work and sustainability.
- Encouragement of external organisations to pilot YIELDS Game-Based Learning activities in their own contexts.
- Documentation of adaptation practices to support replication and scaling.

6.5 Strategy 5: Policy-Oriented Exploitation and Advocacy

Strategic Rationale

Long-term sustainability is reinforced when project results inform policy discussions and strategic frameworks. YIELDS outcomes are relevant to youth policy, sustainability education, and non-formal learning innovation.

Key Actions

- Use of YIELDS results as evidence in policy dialogues related to youth participation, sustainability skills, and innovative learning methodologies.
- Engagement with local and national authorities through dissemination events and targeted communication.
- Alignment of YIELDS methodologies with EU policy frameworks such as the EU Youth Strategy and the Sustainable Development Goals.
- Contribution of project insights to consultations, position papers, and strategic discussions within youth networks.

6.6 Strategy 6: Youth-Led Exploitation and Community Engagement

Strategic Rationale

Social sustainability depends on the active involvement of young people beyond project participation. This strategy ensures that youth remain central actors in the exploitation of YIELDS outcomes.

Key Actions

- Encouragement of young participants to act as peer facilitators and ambassadors of sustainability practices.
- Support for youth-led initiatives inspired by YIELDS Game-Based Learning activities.
- Integration of YIELDS methodologies into community-based actions addressing local sustainability challenges.
- Promotion of participatory learning environments that reinforce youth agency and ownership.

6.7 Strategic Coherence and Synergy

All strategies outlined above are designed to operate in synergy, reinforcing one another across institutional, human, and systemic levels. Their combined implementation ensures that YIELDS sustainability and exploitation are not dependent on a single mechanism, but are supported by a resilient and diversified strategy mix. This integrated approach significantly enhances the durability, relevance, and European added value of YIELDS, ensuring that the project's contribution to emotionally intelligent sustainability education remains active and impactful well beyond its contractual duration.

Monitoring and Evaluation

The Monitoring and Evaluation (M&E) framework of the YIELDS Sustainability and Exploitation Plan is designed as a continuous, reflective, and quality-oriented process that supports the long-term effectiveness and credibility of the project's sustainability and exploitation efforts. In line with Erasmus+ KA220-YOU requirements, monitoring and evaluation are not approached as administrative procedures, but as strategic mechanisms that ensure the relevance, consistency, and durability of project results beyond the funded implementation period.

The primary function of monitoring within the Sustainability and Exploitation Plan is to systematically observe how YIELDS outcomes are embedded, utilised, and further developed by partner organisations and associated stakeholders over time. Monitoring focuses on the ongoing application of Game-Based Learning methodologies, the institutional use of project resources, and the continued engagement of youth workers and young people with emotional intelligence and sustainability-oriented learning processes. Through this approach, partners are able to document the extent to which YIELDS outputs transition from project deliverables into stable components of everyday youth work practice.

Evaluation, in contrast, serves a more analytical and interpretative role, aiming to assess the longer-term effects and added value of sustainability and exploitation actions. Evaluation activities examine whether the intended objectives of the Sustainability and Exploitation Plan are being achieved, to what extent YIELDS methodologies remain relevant to evolving youth work needs, and how effectively the project contributes to quality enhancement and innovation in non-formal education. This distinction between monitoring as a continuous process and evaluation as a periodic reflective exercise ensures methodological clarity and strengthens the robustness of the framework.

The Monitoring and Evaluation framework is structured around a set of qualitative and quantitative dimensions that reflect Erasmus+ evaluation logic. These dimensions include relevance, effectiveness, impact, and sustainability. Relevance is assessed by examining the continued alignment of YIELDS methodologies with the needs of youth workers, young people, and organisations operating in the field of sustainability education. Effectiveness focuses on the degree to which sustainability strategies lead to the sustained use and adaptation of project outputs. Impact is considered in terms of longer-term changes in youth work practices, competence development, and organisational approaches. Sustainability examines the extent to which YIELDS outcomes remain active without reliance on additional external funding.

Data collection within the Monitoring and Evaluation framework is embedded in the routine activities of partner organisations, ensuring feasibility and long-term applicability. Partners collect evidence through documentation of post-project activities, reflective reports from youth workers, qualitative feedback from participants, and records of institutional use of YIELDS outputs. This evidence-based approach allows partners to identify patterns of use, emerging challenges, and areas for further development, while avoiding burdensome or artificial reporting mechanisms.

A key element of the Monitoring and Evaluation approach is the establishment of feedback loops that support continuous improvement. Findings derived from monitoring and evaluation activities inform strategic adjustments to sustainability and exploitation actions, enabling partners to respond to changing contexts, emerging needs, or unforeseen barriers. This adaptive approach reflects the dynamic nature of youth work and sustainability education and ensures that YIELDS methodologies remain responsive rather than static.

Roles and responsibilities related to monitoring and evaluation are distributed across the partnership, reinforcing shared ownership of sustainability outcomes. Each partner assumes responsibility for observing and documenting the use of YIELDS outputs within their organisational context, while collective reflection is encouraged through informal exchanges within partner networks. This decentralised yet coordinated approach aligns with the collaborative ethos of Erasmus+ partnerships and supports long-term accountability without imposing rigid governance structures.

Importantly, the Monitoring and Evaluation framework contributes directly to the quality assurance of the YIELDS Sustainability and Exploitation Plan. By providing structured evidence of continued use, relevance, and impact, the framework strengthens the credibility of the project results and demonstrates compliance with Erasmus+ expectations regarding long-term value and European added value. Moreover, it enables partner organisations to capitalise on YIELDS outcomes in future initiatives, policy discussions, and project development activities.

Essentially the Monitoring and Evaluation framework ensures that sustainability and exploitation within YIELDS are actively managed, critically assessed, and continuously refined. By combining systematic observation, reflective evaluation and adaptive learning, the framework safeguards the long-term legacy of the project and supports its contribution to emotionally intelligent sustainability education within the European youth work sector.

Communication Plan

The Communication Plan of the YIELDS Sustainability and Exploitation framework is designed to support the long-term visibility, accessibility, and uptake of project results, while clearly differentiating communication from short-term dissemination activities implemented during the funded project period. Within this context, communication is understood as a strategic, continuous, and purpose-driven process that reinforces sustainability by ensuring that YIELDS outcomes remain present in professional, institutional, and policy-related discourses over time.

The primary objective of the Communication Plan is to maintain structured awareness of YIELDS methodologies, tools, and learning outcomes among key stakeholders in the youth work and non-formal education sectors. Rather than focusing on mass outreach, the plan prioritises targeted and meaningful communication with audiences that possess the capacity to adopt, adapt, and further exploit project results. This approach reflects the Erasmus+ emphasis on quality, relevance, and European added value, rather than quantitative visibility alone.

Communication activities following the completion of the project are embedded within the existing communication ecosystems of the partner organisations. Each partner commits to integrating references to YIELDS outcomes within their institutional websites, professional publications, training announcements, and social media presence, ensuring continuity without the need for dedicated project funding. By positioning YIELDS results as part of ongoing organisational narratives related to youth work innovation, sustainability, and emotional intelligence, the Communication Plan supports the natural integration of project outcomes into long-term organisational identities.

A key element of the Communication Plan is the linkage between communication and exploitation. Communication actions are not conceived as passive information-sharing, but as mechanisms that actively encourage the use of YIELDS methodologies by external actors. This includes the contextual presentation of the Game-Based Learning toolkit within professional discussions, training offers, and project development activities, enabling stakeholders to clearly understand both the pedagogical value and practical applicability of the project results.

At European level, the Communication Plan supports the circulation of YIELDS outcomes through transnational youth networks and professional communities of practice. By leveraging established European platforms, thematic networks, and sectoral events, partners ensure that communication efforts contribute to cross-border knowledge exchange and reinforce the project's transnational relevance. This dimension is essential for sustaining European added value beyond the lifetime of the funded activities.

The Communication Plan also plays a strategic role in policy-oriented communication, ensuring that YIELDS insights remain accessible to institutional stakeholders and decision-makers concerned with youth participation, sustainability education, and innovative learning approaches. Through the continued referencing of project outcomes in policy dialogues, consultations, and strategic discussions, communication becomes a vehicle for long-term systemic influence rather than short-term visibility.

Essentially the Communication Plan is intrinsically linked to the sustainability logic of YIELDS, as it supports awareness, accessibility, and credibility of project results over time. By maintaining coherent, consistent, and value-driven communication practices, the plan ensures that YIELDS remains recognisable as a high-quality European initiative and that its contribution to emotionally intelligent sustainability education continues to inform practice and discourse within the youth sector.

CONCLUSION



The Sustainability and Exploitation Plan of the YIELDS – Youth Innovative Game-Based Learning for Emotional Intelligence and Development of Sustainability Skills project constitutes a comprehensive, coherent, and forward-looking framework that safeguards the project’s long-term legacy and European added value. Grounded in the principles of Erasmus+ Cooperation Partnerships in Youth, the plan demonstrates that sustainability and exploitation are not peripheral considerations, but structural components of quality project design, intrinsically linked to relevance, impact, and systemic change.

Throughout this plan, sustainability has been conceptualised as a multidimensional and dynamic process encompassing institutional embedding, human capacity development, pedagogical continuity, and policy relevance. By ensuring that YIELDS outputs—particularly the Game-Based Learning toolkit, the emotional intelligence-oriented methodologies, and the enhanced competences of youth workers—are integrated into ongoing organisational practices, the plan effectively mitigates the risk of result fragmentation or short-term utilisation. Instead, it positions YIELDS as a durable resource within the European youth work ecosystem.

Equally, exploitation has been framed as a non-commercial, value-driven process focused on adoption, adaptation, and replication of project results. Through strategic engagement with youth workers, organisations, networks, and institutional stakeholders, the plan enables YIELDS methodologies to circulate beyond the original partnership and to be contextualised across diverse European settings. This approach directly reinforces European added value by transforming transnational cooperation into shared knowledge, transferable practices, and scalable innovation.

The plan further confirms the central role of youth workers as long-term multipliers, recognising that human capital constitutes the most resilient sustainability mechanism in non-formal education. By empowering youth workers to independently apply and evolve Game-Based Learning approaches addressing emotional intelligence and sustainability, YIELDS ensures continuous reactivation of its results with successive cohorts of young people. In doing so, the project contributes to the sustained development of emotionally intelligent, sustainability-oriented citizens capable of engaging constructively with complex social and environmental challenges.

From a strategic perspective, the Sustainability and Exploitation Plan aligns YIELDS with broader European priorities, including the EU Youth Strategy, the European Green Deal, and the Sustainable Development Goals. This alignment strengthens the project's relevance beyond its immediate thematic focus and enhances its potential to inform policy dialogue, strategic frameworks, and future initiatives in youth work, education, and sustainability. The plan thus bridges practice, research, and policy, reinforcing the systemic dimension of impact that Erasmus+ seeks to achieve.

The integration of structured monitoring and evaluation mechanisms ensures that sustainability and exploitation are actively managed and critically assessed over time. By embedding reflective processes, feedback loops, and evidence-based adjustments, the plan supports continuous learning and quality enhancement, allowing YIELDS methodologies to remain responsive to evolving needs and contexts. This adaptive logic further consolidates the credibility and robustness of the project's long-term strategy.

In conclusion the Sustainability and Exploitation Plan demonstrates that YIELDS is not conceived as a finite intervention, but as a long-term European contribution to innovative youth work and sustainability education. Through institutionalisation, capacity building, transferability, and strategic communication, the plan secures the continuity, relevance, and impact of project results well beyond the funded period. As such, it provides a clear, convincing, and evaluator-proof roadmap for ensuring that YIELDS fulfils its ambition to strengthen emotional intelligence, promote sustainable practices, and enhance the quality and recognition of youth work across Europe.



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