

Intellectual Output 07

The Social Seducement Network of Game Facilitators - Statutes



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Control Sheet

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About Social Seducement

The Social Seducement project is co-funded by the European Commission in the frame of the Erasmus plus programme and running for 3 years (September 2014 to August 2017). It aims to develop the key competences and skills of adults with disadvantages, and in particular unemployed adults, to help them start up a collaborative enterprise.

Our approach is to set up an educational process which mobilises unknown or hidden capacities via an empowering learning process.

We will do this by:

- **Designing an online role-play game** to develop, enhance and promote social entrepreneurial skills
- **Enhancing collaboration among training centres, employment agencies, social economy enterprises** to test the Social Seducement online roleplay game
- **Establishing a European network of facilitators** who will have the mission to a) guide unemployed learners through the social seducement game, supporting and mediating their learning process and b) promote the use of the Social Seducement game in Europe to foster the acquisition of social entrepreneurship skills in an innovative way.

With Social Seducement we aim to strengthen the cooperation between education and training, work and the social economy, non-profit and voluntary sectors, in a EU dimension, Social Seducement to maximise impact on individuals and our game.

To know more about the project please visit our website: www.socialseducement.net

Executive Summary

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1. MISSION, OBJECTIVES AND VALUES

- 1.1.** The Network is a community of practice seeking to support and spread the use of the SocialPlaNet serious online role play game.
- 1.2** The core objectives of the network are:
- To promote the benefits and use of the SocialPlaNet online role play game to player, public sector, education and training and other audiences;
 - To offer a support network to those facilitating SocialPlaNet games through mutual learning, sharing of resources and good practices;
 - To Act as an arbiter in case of player complaints against a facilitator;
 - To develop and maintain collaborative relationships with the Social Seducement consortium partners;
 - To support the creation and development of (collective) social entrepreneurship in a European context.
 - To implement and spread the social entrepreneurship culture among among people facing disadvantages who want to contribute to the sustainable and inclusive development of our societies.
- 1.3** The network has an open and inclusive approach and uses a participatory approach to govern and develop. The network strives to be a role model on how to work together on supporting each other in the creation and support of a (collective) social economy enterprise. Members share a vision that planning a social entrepreneurial activity from the bottom up and together is important for success.

2. MEMBERSHIP

- 2.1** **Full membership** in the Network of SocialPlaNet game facilitators is open to: trained SocialPlaNet facilitators; those training (e.g. via shadowing or on-the-job learning) to become SocialPlaNet facilitators; employees of the organisations forming the Social Seducement consortium and the organisations themselves; organisations using the SocialPlaNet online role play game. **Associate membership** is open to: current players, those whose profession involves facilitating groups online and face to face. **Honorary membership** is open to key supporters and advocates for the game.
- 2.2** Full members have the following rights:
- a) To vote
 - b) To propose and ratify changes to the Statutes. Changes to the Statutes will be ratified by members eligible to vote
 - b) To determine the content and format of events

- c) To influence the development and progression of *the network of SocialPlaNet facilitators*
- d) To nominate representatives to the Steering Committee

3. BENEFITS FOR MEMBERS

3.1 The intended benefits for members of *the network of SocialPlaNet facilitators* include:

- a) Membership in a European network of individuals working with creation and development of social enterprises
- b) Ongoing learning and professional updating from each other's experiences with online game facilitation and social enterprise creation
- c) Cooperation with colleagues in attracting new opportunities for exploiting the game
- d) Participation in publications

4. MEMBERSHIP FEES

4.1 There is no fee to join the network.

5. PROFESSIONALISM AND ETHICS

5.1 The professional and ethical conduct of members of *the SocialPlaNet network of facilitators* is based on the following principles:

- a) Maintaining high standards of integrity, honesty, collaborative spirit and social responsibility
- c) Considering and safeguarding the welfare of SocialPlaNet players
- d) Assuring confidentiality to clients, refraining from unnecessary intrusion into personal privacy and not using information gained through work to the detriment of the client
- e) Responsible use of the SocialPlaNet game logo and Social Seducement project logo as determined by key relevant documents.

6. STEERING COMMITTEE

- 6.1** A Steering Committee comprised of three full members will be elected by the agreed procedure for a term of one year. A quorum consists of two members. Other positions will be authorized by the Steering Committee and elected by the membership as needed.
- 6.2** The Steering Committee will meet three times a year or as often as is required to carry out its duties. Meeting dates will be communicated to the membership in advance.
- 6.3** The Steering Committee is responsible for:
- a) The ongoing management of the Network including: maintaining a register of members and a record of minutes of the Steering Committee meetings
 - b) Determining and maintaining a relationship with the Social Seducement consortium, including liaising about support needs
 - d) Approving and offering support to members in setting up regional or thematic working groups or training events
 - e) Consulting and communicating with members.
- 6.4** The Steering Committee may co-opt other full network members as and when required.

7. ACTIVITIES

- 7.1** Maintain collaboration and other links with Social Seducement partner organisations to exploit the SocialPlaNet game.
- 7.2** Designing and running SocialPlaNet training activities.
- 7.3** Maintain a directory of members,
- 7.4** Other activities such as: meetings, regional or thematic working groups, maintaining an online platform for dissemination and communication.
- 7.5** The Steering Committee needs to approve all public facing events and training activities organised by members in the name of the network.