



**SIHTASUTUS NOORED TEADUSES JA
ETTEVÕTLUSES
YOUTH IN SCIENCE AND BUSINESS FOUNDATION**

What is Youth in Science and Business Foundation (YSBF)?

Developing and spreading new ideas, supporting creativity and arts is our passion. Youth in Science and Business Foundation (YSBF) is a non-profit organization aimed at supporting innovative ideas and creativity. We disseminate information on advancements of science and technology and support new ideas and interesting artistic approaches to life.

Since establishment of YSBF in 2001, we have received funding for our projects from EU-funds, private sector companies, Estonian government and international organizations. We are based in Tallinn, Estonia, but our projects are mostly international. We have almost 20 years of experience in projects related to young people, science, technology and dissemination of novel ideas.

Activities

YSBF is active mainly in the following areas:

Creativity and innovation

Promoting creativity and innovation helps to understand the value of new ideas and approaches. Courage to come up with new ideas and persistency in making these ideas a reality are very important for our development. YSBF has been involved in several projects aimed at supporting creativity in schools and universities and helping policy-makers to devise most adequate innovation policies in Estonia.

Dissemination of information on science and technology

It is important to convey developments of science and technology to wider audiences across Europe. Well planned and executed dissemination is one of the key elements of a successful EU-project.

IT-solutions development and research

Founders of YSBF have an extensive experience from IT-sector. We have been developing various IT-solutions ranging from designing simple websites to

developing a comprehensive XML-editor, which helps Estonian government to draft laws and regulations. Undertaking IT-development or research activities in international projects would enable us to utilize our experience in this field. We are happy to do data mining activities or development of mobile solutions or e-Learning solutions.

Selected Projects

Below You can find a brief outline of a few projects of YSBF:

YOSCIWEB - Young People and Images of Science on Websites

Aim of the project was to analyse how web sites dedicated to the popularisation of science build and renew the social representation of science and scientists, particularly towards the young people. YOSCIWEB brings a contribution by offering guidance / innovation / reference and best practices in order to improve communication of science and to make science and scientific careers more attractive to young people. The project was financed from European Commission Framework Program 7. Project partners were from France, Spain, UK, Iceland, Bulgaria, the Netherlands and Estonia.

ProYouth

This project aims at promoting youth employment by establishing a European network of exchanging best practices between relevant stakeholders ranging from education providers to policy makers. The project also intends to provide an environment for brainstorming different novel approaches to reducing youth unemployment. ProYouth partners are from 12 organizations in 6 countries and the project has received financing from EU Progress Programme.

Innopia Creativity Olympiade

The project was aimed at promoting and enhancing creativity and gathering ideas. We organized various seminars and creativity trainings in different educational institutions in Estonia, created a comprehensive web-solution for ranking and commenting the ideas and created teaching materials supporting creativity teaching in Estonian schools.

E-com +45

The first aim of this project was to explore a multidisciplinary approach to ICT (Information and Communication Technology) education for people from their mid-to late forties and seniors. E-seniors project was supported by EU Lifelong Learning Programme (GRUNDTVIG). The participants of the 6 institutions from all over Europe (Spain, France, Italy, Hungary, Bulgaria and Estonia) were exploring subjects together and sharing ideas on teaching methods and techniques and on topics regarding what this population segment wants to learn and which were the best practices carried out by this project partners in this area.

Today I Decide+ (TID+)

Based on experiences gathered while creating Estonian E-democracy portal Osale.ee we developed a new international version of the E-participation software in the framework of TID+ project. TID+ provides an open, transparent and effective tool for sharing ideas and fostering communication between authorities, interest groups and active citizens in a society. TID+ program was financed by European Commission via eParticipation Preparatory Action.

Innovation Policy Test-lab

This project was striving towards creating a better and more informed dialogue between different innovation stakeholders for more successful policy development. We have created a comprehensive handbook of innovation policies in different parts of the world; gathered innovation platforms of Estonian political parties and asked various interest groups to comment the platforms and give their own suggestions regarding innovation policies.

Erasmus for Young Entrepreneurs

YSBF is the only Erasmus for Young Entrepreneurs program contact point in Tallinn, Estonia (and only one of the two in Estonia). We strive towards providing new aspiring entrepreneurs interesting learning and working opportunities abroad and providing experienced host entrepreneurs an interesting co-operation experience with active foreign new entrepreneurs.

Hopework

The aim of the „Hopework“ project is to promote entrepreneurship and to create more micro-entrepreneurship possibilities in Ukraine for individuals and companies willing to provide their services to foreign markets via internet. At the same time we help to reduce acute shortage of skilled workforce, which a number of companies in Europe face. The planned project aim to set up infrastructure, which enables (1) Estonian (and other) companies to provide long-distance work opportunities to people from Ukraine; (2) companies to hire workforce remotely on pay-per-hour and pay-per-project basis (3) Ukrainians to provide their skills and services to potential customers in Estonia via internet (4) to transfer money and monitor remote workforce more conveniently than any single company alone could do. The project is financed by Estonian Development Co-operation Program of Estonian Ministry of Foreign Affairs.

CRUCIAL Crowdfunding

Crowdfunding is a new emerging way of finding financing for projects in arts and culture. This project is aimed at analyzing, which are the best ways of conducting crowdfunding campaigns. We look at experiences of various European countries and provide interesting insights on how to organize a successful crowdfunding campaign. How to entice investors and what to promise them, which platforms to use for different kind of campaigns. In addition to a comprehensive online training materials there will be also a course developed for offline use for lecturers of crowdfunding.

IDEA-C

Considering the alarmingly low turnout rate in EU elections in some countries where voting is not compulsory and the democratic deficit it causes across Europe, this project aims to restore electoral faith among EU citizens.

It addresses the four main causes for low electoral participation found in collaboration with the project partners:

- lack of interest and of knowledge of the democratic workings of the EU
- mistrust towards EU institutions
- lack of sense of belonging to Europe.

The project is financed from Europe for Citizens Programme.

Forever Young

This project focuses on fostering off-season tourism opportunities, particularly with arts focus in various European countries and providing IT-tools (e.g. a comprehensive mobile travel application) to provide more detailed travel information and a wider-range of information about travel related services particularly for off-season travellers.

ArtSquad

Project ARTSQUAD's aim is to support the youth professionals in their role to ensure the social inclusion of all young people. The project has developed, tested and piloted a suite of train-the-trainer materials that introduce youth workers and youth trainers to the use of four creative tools for the development of key competences of themselves and in extension for their target groups: Digital Media, Storytelling, Drama and Music.

Te(a)chInSport

The "Te(a)chIn Sport" general project objective is to raise awareness of the importance of health-enhancing physical activity (HEPA) of students and young people through increased participation in sports using innovative technologies and promote voluntary activities in University sport. The project envisages the use of latest sports technology (Intelligent feedback devices/IFD/) together with promotion of EU traditional values and principles in sports as main instruments in developing the Universities sports activities.

YSBF is an excellent partner for EU-funded projects, particularly for IT- and dissemination-related activities.