



## DELIVERABLE D3.2 INNOVATION LAB #1 (TIRANA)

**4-DAY LAB WITH 20 YOUTH, TOT STAFF CO-FACILITATE. ENGLISH + ALBANIAN SUMMARY, DAILY FEEDBACK LOGS, BEST PRACTICES AND YOUTHPASS RELEASE.**



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# ABOUT THE PROJECT

## PROJECT NAME

RiseUp-WB (Raising Innovation, Skills & Empowerment for Youth in the Western Balkans)

## PROJECT NUMBER

101243272

## EU PROGRAMME

ERASMUS-YOUTH-2025-CB-WB

## WHY THIS PROJECT?

RiseUp-WB is a 24-month capacity-building initiative aiming to bolster youth-focused NGOs and municipalities in Albania and Kosovo, especially those working with marginalized youth. It addresses the challenges of high youth unemployment, insufficient digital competencies, and limited civic involvement through innovative training, cross-border exchanges, and policy engagement.



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# PROJECT CONSORTIUM



## 1. Purpose of this deliverable

This report documents the implementation and results of Deliverable D3.2 under Work Package 3 of the RiseUp-WB project. It records the delivery of Innovation Lab #1 in Tirana as a four-day youth activity focused on foundational digital skills, basic entrepreneurship, cross-border teamwork and youth-led solution design.

In line with the project application, the document provides: a concise summary of the activity in English and Albanian; aggregated daily feedback logs from the four training days; a practice-oriented synthesis of what worked best for foundational digital and entrepreneurial learning; and confirmation that Youthpass certificates were released at the closing stage of the lab.

## 2. Deliverable compliance snapshot

Requirement from D3.2	Evidence recorded in this report
<b>4-day Innovation Lab in Tirana</b>	Implemented on 26–29 March 2026 in Tirana, Albania, within the mobility period 25–30 March 2026.
<b>20 youth participants</b>	20 young people attended: 10 from Albania (including Tirana and Berat) and 10 from Kosovo.
<b>TOT staff co-facilitate</b>	Local TOT-trained NECI facilitators co-facilitated alongside EuropeYou and MUSIKART trainers.
<b>Foundational digital + basic entrepreneurship</b>	Sessions covered e-collaboration, digital storytelling, safe online participation, problem identification, basic canvas work, prototyping and pitching.
<b>Daily feedback logs</b>	20 anonymous feedback forms were collected each day and are summarised in Annex A.
<b>English + local language summary</b>	The core narrative is provided in English and Albanian in this deliverable.
<b>Youthpass release</b>	Youthpass reflection and certificate release were completed during Day 4.

## 3. Activity overview

Innovation Lab #1 “Idea2Impact” was hosted by NECI Albania at Hotel Comfort in Tirana and implemented as the first youth-focused output of WP3. The activity built on the facilitation capacity developed under WP2 and translated it into direct work with young participants from Albania and Kosovo.

The infopack defined four core objectives for the lab: strengthening basic digital competences such as collaboration tools and responsible social media use; introducing early-stage entrepreneurship through problem identification and idea development; promoting cross-border cooperation; and ensuring an inclusive learning environment for youth with fewer opportunities. The delivered programme remained consistent with these objectives while adapting methods to a low-threshold, practice-based format.

Participation was organised in mixed Albania-Kosovo teams so that collaboration, peer learning and intercultural exchange were embedded in the methodology from the first day onward. A short welcome meeting on 25 March 2026 introduced house rules, inclusion principles, timing expectations and the GDPR reminder before the four working days began.

## 4. Participant profile and co-facilitation team

- 20 young participants took part in the full lab cycle; 10 came from Albania (including Tirana and Berat) and 10 from Kosovo.
- The target group profile followed the infopack criteria: youth aged 18–29, resident in Albania or Kosovo, with English at communication level and commitment to the full programme.
- EuropeYou contributed the lead trainer for innovation and structured idea development (Giandomenico Russo).

- MUSIKART contributed the lead trainer for creative social innovation and visual storytelling (Biagio Celano).
- NECI Albania ensured local hosting, coordination, inclusion support and the involvement of two local TOT-trained facilitators who co-led group work, reflection and final presentation support.
- A welcome speech was delivered by Jeartha Weber on behalf of NECI Albania.

## 5. Training methodology and co-facilitation logic

The lab used a non-formal, experiential approach. Rather than separating theory from practice, each day combined short conceptual inputs with group tasks, peer feedback and concrete team outputs. This helped participants move from local problem awareness to solution framing, communication design, prototyping and public presentation.

The digital strand was intentionally foundational and accessible. It focused on e-collaboration, digital storytelling, online safety and simple message design rather than advanced technical training. In parallel, the entrepreneurship strand remained early-stage and youth-friendly: teams worked on identifying a problem, clarifying a target group, defining value, selecting features, building a small prototype and pitching the solution.

A central quality feature of the activity was the co-facilitation model. European trainers contributed thematic expertise, while TOT-trained NECI staff provided contextual support, group mentoring and real-time adaptation. This directly responded to the project objective of giving WP2-trained facilitators practical experience in real youth settings.

## 6. Daily programme implementation and outputs

The implemented agenda followed the four-day structure announced in the infopack and detailed in the final agenda document. The table below summarises the delivery logic, lead facilitation and concrete outputs generated each day.

Day	Lead	Core content	Documented outputs
<b>Day 1</b> 26 Mar	<b>EuropeYou</b>	Opening, team building, understanding community problems, creative thinking, entrepreneurship basics, Simple Business Model Canvas, team formation and problem statements.	4 mixed teams formed; 4 written problem statements; initial target-group and challenge mapping completed.
<b>Day 2</b> 27 Mar	<b>MUSIKART + EuropeYou</b>	Creativity for social innovation, digital storytelling and communication, e-collaboration, safe online rooms, team work from problem to message.	Each team created 1 draft social message and 1 simple poster concept; peer feedback collected.
<b>Day 3</b> 28 Mar	<b>EuropeYou + NECI/TOT</b>	Defining solutions, identifying beneficiaries and features, prototyping logic, prototype creation lab, "The Hook" pitch preparation.	Each team produced 1 prototype concept (e.g. poster campaign, landing-page idea, service flow or short digital concept) and prepared a 3-minute pitch.
<b>Day 4</b> 29 Mar	<b>NECI Albania + TOT staff</b>	Final preparation, final pitches, Q&A, Youthpass and employability reflection, final evaluation and closing ceremony.	4 final team pitches delivered; competence reflection completed; Youthpass certificates released to all 20 participants.

## 7. Results and immediate outputs

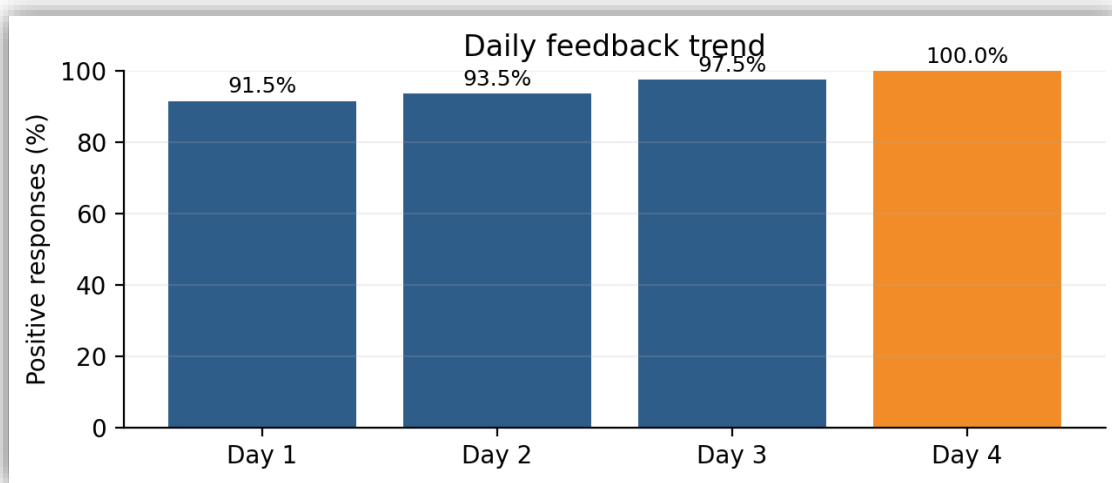
By the end of the lab, the participants had completed a full early-stage innovation cycle. The teams first clarified real community problems, then translated them into simple communication messages, then developed one prototype direction per team, and finally presented those ideas publicly in structured pitches. This progression matched the aim of moving youth from passive observation to solution-oriented action.

The activity also generated practice value for the local TOT facilitators. Co-facilitation during group work, feedback moments and final pitch preparation enabled them to transfer WP2 learning into a real youth-learning environment. This strengthened continuity between the training-of-trainers process and direct youth work under WP3.

Output cluster	What was produced	Why it matters for WP3
<b>Problem identification</b>	4 team problem statements and target-group definitions	Builds entrepreneurial thinking from real needs rather than abstract ideas.
<b>Digital/creative communication</b>	4 draft social messages and 4 poster ideas	Introduces basic digital communication logic, message clarity and audience awareness.
<b>Prototype development</b>	4 early-stage solution prototypes	Connects ideas to small testable formats and practical action.
<b>Pitching and reflection</b>	4 final pitches + Youthpass competence reflection	Links employability, communication skills and evidence of learning.

## 8. Daily feedback synthesis

Daily feedback collection was completed with full response coverage: 20 anonymous forms on Day 1, 20 on Day 2, 20 on Day 3 and 20 on the final day. The aggregated results show a steady positive progression across the lab, with especially strong gains by Day 3 and unanimously positive overall evaluation on Day 4.



Day	Responses	Average positive rate	Most notable strength	Improvement signal
<b>1</b>	20/20	<b>91.5%</b>	100% felt comfortable participating; 95% rated objectives, relevance and engagement positively.	Pace was rated 'appropriate' by 70%, showing a need to better balance time and content density.
<b>2</b>	20/20	<b>93.5%</b>	100% positive on clarity, topic interest and explanation; 95% positive relevance.	Pace remained the main point to monitor (70% 'appropriate').
<b>3</b>	20/20	<b>97.5%</b>	100% positive on clarity, usefulness, engagement and relevance.	Only a small residual pace concern remained; 85% rated the pace appropriate.
<b>4</b>	20/20	<b>100%</b>	100% positive on all	No negative signal recorded in the

			final evaluation items; 100% recommendation rate; 100% rated trainer performance excellent/good.	final-day evaluation.
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A useful operational lesson emerged from the feedback sequence: once teams were fully engaged in solution definition and prototyping, satisfaction and learning indicators rose sharply. This suggests that youth participants responded best when digital and entrepreneurial concepts were immediately tied to concrete team outputs rather than discussed in abstract terms for too long.

## 9. Best practices for foundational digital + basic entrepreneurship

Best practice	How it was applied in Tirana	Transfer value
<b>Start from a real problem</b>	Participants first defined a community issue, target group and relevance before discussing solutions.	Keeps entrepreneurship grounded in local reality and social value.
<b>Use low-threshold digital tasks</b>	Digital work focused on collaboration, short messages, storytelling and safe online behaviour rather than high-barrier tools.	Improves access for mixed-level youth and reduces fear of participation.
<b>Combine creativity with entrepreneurship</b>	Poster concepts, storytelling and message design were linked to value proposition, solution features and pitching.	Makes basic business logic more understandable and memorable.
<b>Keep mixed cross-border teams stable</b>	The same Albania-Kosovo teams worked across the four days from problem analysis to final pitch.	Strengthens cooperation, ownership and peer learning.
<b>Prototype before pitch</b>	Teams turned ideas into small visual outputs before presentation.	Improves clarity, feasibility and confidence in public speaking.
<b>Close the loop every day</b>	Daily feedback and debriefs were used to readjust pace and support needs.	Allows rapid facilitation improvement and better participant retention.

## 10. Youthpass release

The final day included a dedicated reflection block on Youthpass and employability. Participants were guided to distinguish between activities completed, skills practised, competences developed and evidence that can later be used in education, volunteering and labour-market contexts.

Following this reflection, Youthpass certificates were issued to all 20 participants during the closing ceremony on 29 March 2026. The release of certificates is therefore confirmed as completed for this activity.

Youthpass item	Recorded status
<b>Certificates released</b>	20 / 20 participants
<b>Release date</b>	29 March 2026
<b>Release moment</b>	Closing ceremony after the final evaluation
<b>Preparation basis</b>	Full participation in the 4-day lab plus structured competence reflection
<b>Supporting evidence</b>	Attendance list, final-day agenda block, final evaluation forms and issued certificates to be retained/uploaded by the beneficiary

## 11. Next steps

- Retain attendance sheets, Youthpass evidence and GDPR-compliant visual documentation together with this report for SYGMA evidence packaging.
- Use Day 1–Day 3 pace observations to fine-tune time allocation in the next innovation cycle while maintaining the highly practical Day 3 format.
- Transfer the strongest methods to Innovation Lab #2 in Kosovo: mixed teams, low-threshold digital tasks, prototype-first logic and daily feedback loops.

## 12. Përmbledhje në gjuhën shqipe

Ky raport dokumenton zbatimin e Deliverable D3.2 në kuadër të Work Package 3 të projektit RiseUp-WB. Ai paraqet rezultatet e Innovation Lab #1 në Tiranë si një laborator 4-ditor për të rinjtë, i fokusuar në aftësi themelore digjitale, sipërmarrje bazë, bashkëpunim ndërkufitar dhe zhvillim zgjidhjesh të drejtuara nga vetë të rinjtë.

Aktiviteti u zhvillua nga NECI Albania në Hotel Comfort, Tiranë, në datat 26–29 mars 2026, ndërsa periudha e mobilitetit ishte 25–30 mars 2026. Laboratori mblodhi 20 të rinj: 10 nga Shqipëria dhe 10 nga Kosova. Pjesëmarrësit punuan në ekipe të përziera Shqipëri–Kosovë gjatë gjithë procesit.

Objektivat kryesore të laboratorit ishin: forcimi i kompetencave digjitale bazë (bashkëpunimi online, përdorimi i përgjegjshëm i mediave sociale dhe komunikimi digjital), prezantimi i sipërmarrjes së hershme (identifikimi i problemit, zhvillimi i idesë dhe mendimi për vlerën), promovimi i bashkëpunimit ndërkufitar dhe sigurimi i një mjedisi përfshirës për të rinjtë me më pak mundësi.

Metodologjia ishte joformale dhe eksperienciale. Çdo ditë kombinonte hyrje të shkurtra konceptuale me punë në grup, ushtrime konkrete, reflektim dhe feedback ditor. Kjo i ndihmoi pjesëmarrësit të kalonin nga identifikimi i sfidave lokale te formulimi i mesazheve, ndërtimi i prototipeve dhe prezantimi publik i zgjidhjeve.

Modeli i bashkë-lehtësimit ishte një element i rëndësishëm cilësor. EuropeYou solli ekspertizë në inovacion dhe zhvillim të strukturuar të ideve; MUSIKART udhëhoqi pjesët e inovacionit social kreativ, storytelling-ut dhe komunikimit vizual; ndërsa NECI Albania dhe facilitatorët lokalë të trajnuar në TOT ofruan mbështetje kontekstuale, mentorim të ekipeve dhe përshtatje të ritmit sipas nevojave të grupit.

Dita 1 u përqendrua në kuptimin e problemeve të komunitetit, mendimin kreativ, bazat e sipërmarrjes dhe përdorimin e Simple Business Model Canvas. Në fund të ditës u formuan 4 ekipe të përziera dhe secili ekip formuloi një problem statement të qartë. Dita 2 lidhi kreativitetin me inovacionin social, storytelling-un digjital, mesazhin e shkurtër online dhe bashkëpunimin e sigurt në mjedise digjitale. Çdo ekip krijoi një draft mesazhi social dhe një ide poster. Dita 3 kaloi nga ideja te zgjidhja: ekipet përcaktuan përfituesit, veçoritë kryesore të zgjidhjes, zhvilluan një prototip fillestar dhe përgatitën pitch-in 3-minutësh. Dita 4 u fokusua te finalizimi i prototipeve, prezantimet përfundimtare, reflektimi për Youthpass dhe mbyllja zyrtare.

Rezultatet e menjëhershme ishin të qarta: 4 problem statements të dokumentuara, 4 mesazhe sociale fillestare, 4 ide posterash, 4 prototipe të hershme dhe 4 prezantime finale. Ky cikël pune tregoi se të rinjtë reagojnë më mirë kur konceptet digjitale dhe sipërmarrëse lidhen menjëherë me prodhime konkrete të ekipit, jo vetëm me teori.

Feedback-u ditor ishte shumë pozitiv dhe u mblodh nga 20 pjesëmarrës çdo ditë. Norma mesatare e përgjigjeve pozitive ishte 91.5% në Ditën 1, 93.5% në Ditën 2, 97.5% në Ditën 3 dhe 100% në vlerësimin final të Ditës 4. Komenti kryesor për përmirësim kishte të bënte me ritmin e sesioneve në dy ditët e para; pas rregullimeve, perceptimi për ritmin u përmirësua në Ditën 3. Vlerësimi final ishte plotësisht pozitiv: 100% e pjesëmarrësve do ta rekomandonin laboratorin dhe 100% e vlerësuan performancën e trajnerëve si excellent/good.

Nga ky aktivitet dolën disa praktika të mira për trajnimet e ardhshme: të nisët gjithmonë nga një problem real i komunitetit; të përdoren mjete digjitale të thjeshta dhe me prag të ulët hyrjeje; të lidhet kreativiteti me logjikën bazë të sipërmarrjes; të mbahen ekipet ndërkufitare të qëndrueshme gjatë gjithë ciklit; të punohet fillimisht me prototipin dhe më pas me pitch-in; dhe të përdoret feedback-u ditor për të rregulluar ritmin e sesioneve.

Në Ditën 4 u zhvillua edhe sesioni i Youthpass-it dhe i reflektimit për punësueshmërinë. Pjesëmarrësit u udhëzuan të identifikonin aftësitë, kompetencat dhe provat e të nxënit të fituara gjatë laboratorit. Pas këtij procesi, Youthpass u lëshua për të 20 pjesëmarrësit gjatë ceremonisë së mbylljes më 29 mars 2026.



Në përfundim, Innovation Lab #1 në Tiranë e përmbushi qëllimin e tij si aktivitet i parë rinor i WP3: forcoi kompetenca bazë digjitale dhe sipërmarrëse, krijoi bashkëpunim real mes të rinjve nga Shqipëria dhe Kosova dhe i dha stafit lokal të TOT mundësinë të bashkë-lehtësojë në një aktivitet real me të rinj. Mësimet e nxjerra nga ky laborator duhet të përdoren drejtpërdrejt në Innovation Lab #2 në Kosovë.

*Shënim: Për transparencë dhe mbrojtje të të dhënave personale, aneksi i feedback-ut paraqitet në formë të agreguar dhe anonime.*

## Annex A. Daily feedback logs (aggregated)

The tables below summarise the anonymised response distributions collected each day. They are suitable for public deliverable reporting and do not include personal identifiers.

### Day 1 feedback log — 91.5% average positive responses

Indicator	Response distribution	Positive share
Objectives were clear	Very clear (11); Clear (8); Not very clear (1)	95%
Topics were interesting	Interesting (10); Very interesting (9); Moderately interesting (1)	95%
Trainer explanation quality	Very well (11); Well (7); Adequately (1); Poorly (1)	90%
Session useful for learning	Very useful (10); Useful (7); Moderately useful (2); Slightly useful (1)	85%
Participation comfort	Very comfortable (17); Comfortable (3)	100%
Activities were engaging	Very engaging (15); Engaging (4); Moderately engaging (1)	95%
Topics were relevant	Very relevant (12); Relevant (7); Moderately relevant (1)	95%
Pace was appropriate	Appropriate (14); Slightly fast (3); Too fast (2); Slightly slow (1)	70%
Overall daily satisfaction	Satisfied (12); Very satisfied (7); Neutral (1)	95%
Acceptance of similar methods	Satisfied (11); Very satisfied (8); Neutral (1)	95%

### Day 2 feedback log — 93.5% average positive responses

Indicator	Response distribution	Positive share
Objectives were clear	Very clear (15); Clear (5)	100%
Topics were interesting	Very interesting (13); Interesting (7)	100%
Trainer explanation quality	Very well (13); Well (7)	100%
Session useful for learning	Very useful (12); Useful (7); Moderately useful (1)	95%
Participation comfort	Very comfortable (17); Comfortable (3)	100%
Activities were engaging	Very engaging (12); Engaging (6); Moderately engaging (1); Slightly engaging (1)	90%
Topics were relevant	Very relevant (17); Relevant (2); Moderately relevant (1)	95%
Pace was appropriate	Appropriate (14); Slightly fast (3); Too fast (2); Slightly slow (1)	70%
Overall daily satisfaction	Very satisfied (15); Satisfied (4); Neutral (1)	95%
Acceptance of similar methods	Very satisfied (16); Satisfied (2); Neutral (2)	90%



## Day 3 feedback log — 97.5% average positive responses

Indicator	Response distribution	Positive share
Objectives were clear	Very clear (19); Clear (1)	100%
Topics were interesting	Very interesting (19); Interesting (1)	100%
Trainer explanation quality	Very well (19); Well (1)	100%
Session useful for learning	Very useful (19); Useful (1)	100%
Participation comfort	Very comfortable (19); Comfortable (1)	100%
Activities were engaging	Very engaging (19); Engaging (1)	100%
Topics were relevant	Very relevant (19); Relevant (1)	100%
Pace was appropriate	Appropriate (17); Slightly fast (2); Too fast (1)	85%
Overall daily satisfaction	Very satisfied (18); Satisfied (1); Neutral (1)	95%
Acceptance of similar methods	Very satisfied (18); Satisfied (1); Neutral (1)	95%

## Day 4 feedback log — 100.0% average positive responses

Indicator	Response distribution	Positive share
Final session satisfaction	Very satisfied (20)	100%
Learning consolidation usefulness	Very useful (20)	100%
Closing was clear and organised	Very clear and well-organised (19); Clear and well-organised (1)	100%
Overall lab quality	Very satisfied (18); Satisfied (2)	100%
Content relevance	Very relevant (17); Relevant (3)	100%
Trainer performance	Excellent (20)	100%
Group activities usefulness	Very useful (18); Useful (2)	100%
Self-reported improvement	Improved a lot (14); Improved (6)	100%
Recommendation likelihood	Definitely yes (20)	100%
Overall lab experience	Excellent (20)	100%