



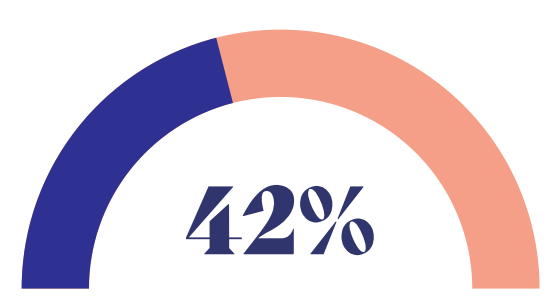
# ImProve

## STEAM

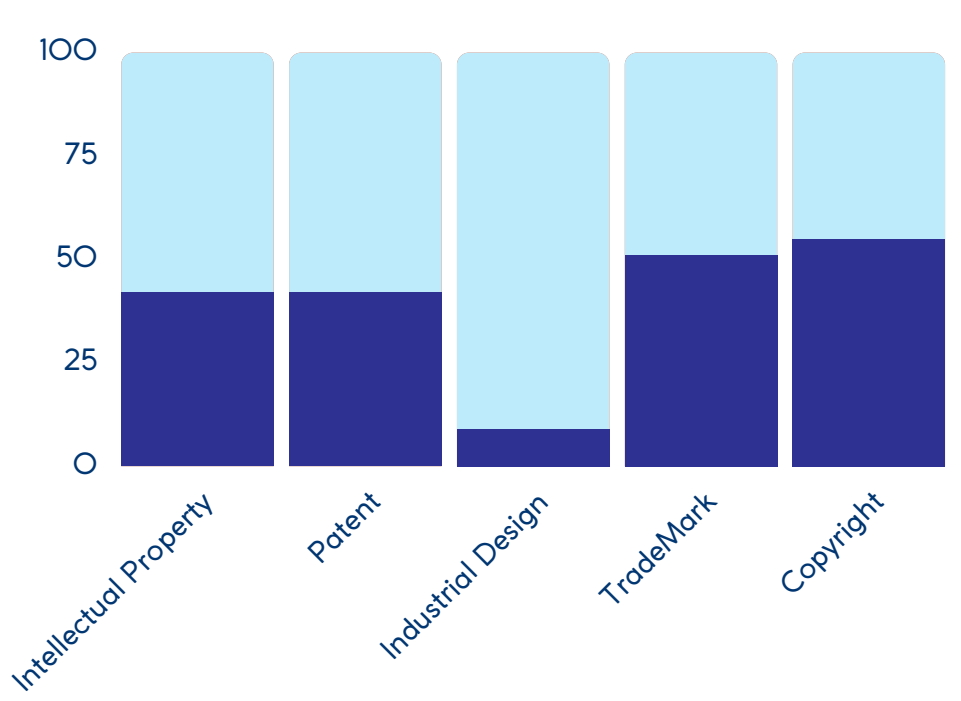
Enabling youth workers to improve their training programmes by introducing IP rights in their STEAM learning approaches

### YOUNG PEOPLE

42% of the participants reported that they know what Intellectual Property in general and what Patents are, while the remaining 58% were not aware of the concepts at all.

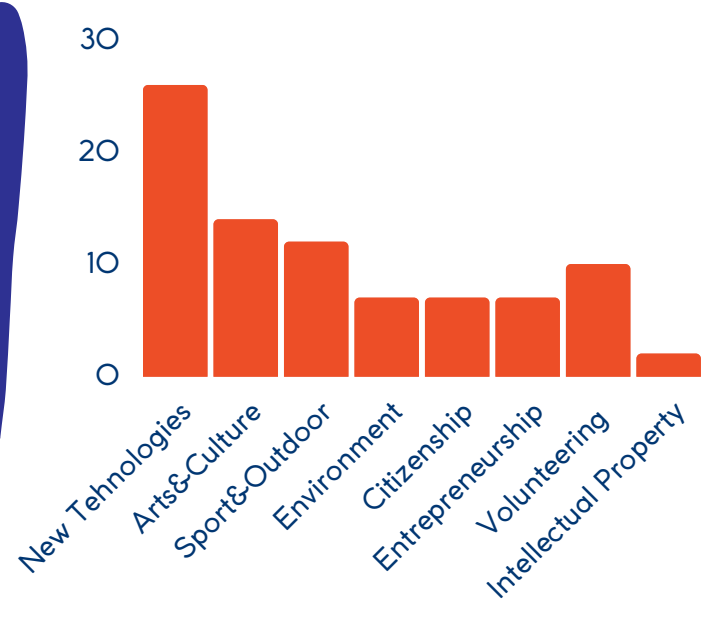


Percentage of Responses on Intellectual Property Definitions & Concepts Awareness

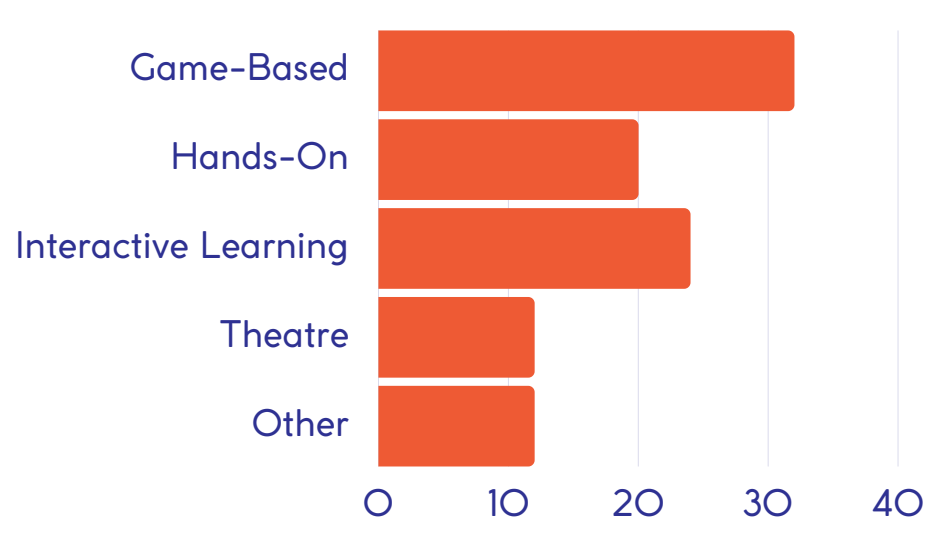
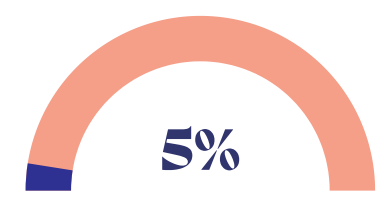


### YOUTH WORKERS

The area mostly covered in the training activities of the youth organisations participating, concerns New Technologies (26%) whereas Intellectual Property is covered by 2% of the respondents.



Intellectual Property Covered in Activities other than STEAM and Entrepreneurship



Game-Based Training is the most effective training methodology for young people which is also one of the most favorable training methodologies used by youth workers.

More info <https://improvesteam.eu/>

