



**ICA** GLOBAL  
COOPERATIVE  
CONFERENCE

COOPERATIVES BUILD PROSPERITY FOR ALL  
25 - 30 November, 2024, Bharat Mandapam, New Delhi, India

# COOPATHON

## REPORT 2024



#coops4dev



International  
Cooperative  
Alliance



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# 1. Introduction

The **Coopathon 2024**, held from **November 25 to 28** during the **ICA Global Cooperative Conference** in New Delhi, India, was a collaborative event to connect young leaders with the cooperative movement. Organized by the ICA Youth Committee and Tazebaez S.Coop, and co-funded by the EU under the ICA-EU Partnership [#coops4dev](#) 🌐 under activity A1.4, this initiative brought together participants from around the globe to foster learning, creativity, and the development of innovative educational tools for cooperative learning.



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## OBJECTIVES

The event was guided by the following objectives:

- **Encourage creativity** in cooperative education through the design of innovative games and dynamics.
- **Facilitate collective learning**, bringing together participants with varying levels of cooperative knowledge (explorers and builders) to learn together.
- **Connect young leaders** to the opportunities within cooperativism, emphasizing its relevance as a sustainable social and economic model.
- **Empower participants as cooperativists**, fostering a sense of identity and purpose within the cooperative movement.
- **Build bridges between different parts of the world**, promoting cross-cultural understanding and collaboration.
- **Produce tangible tools**, such as prototypes of board games and activities that could be replicated in other educational contexts.

## CONTEXT

The Coopathon was conceived as a response to the need to **engage youth within the global cooperative movement**, providing a space where the principles and values of cooperativism could be explored through participatory dynamics and co-creation activities. As part of the ICA Global Cooperative Conference, the Coopathon was a bridge to connect generations and promote innovation within the cooperative sector.

# SIGNIFICANCE

In a world increasingly focused on collaborative and sustainable solutions, the Coopathon provided a unique platform for youth to explore cooperativism from a practical and innovative perspective. This event not only strengthened the global cooperative movement but also enhanced participants' capabilities, equipping them with tools to apply these learnings in their communities.

## KEY STAKEHOLDERS

The Coopathon was made possible through the collaboration of:

- **ICA Global Office:** with the financial support and the freedom of program development. The global office made sure that there was space for the Coopathon in the program, that there was financial support (co-funded by the EU) for the young cooperators as well as all the work of opening a call, reviewing profiles, organizing logistics and making sure that all the means were at hand for participation and arrival.
- **ICA Youth Committee** is the organizing and facilitating entity as well as part of the funding of the coopathon participants. The youth committee was also part of the call and the filtering, the interaction with participants and the team of facilitators for the good development of the program.

- **ICA members:** some members participated through their youth, other participated by sharing their stories and knowledge with young participants during the program. Many members interacted with the youth when testing the games developed during the coopathon.
- **IFFCO Volunteers:** the coopathon was lucky to have a workforce of volunteers that not only supported the program but also participated in the dynamic and brought their points of view to the teams and the work.

## REPORT STRUCTURE

This report provides a comprehensive overview of the achievements, insights, and recommendations emerging from the Coopathon. The following sections detail the methodology, outcomes, and lessons learned, highlighting the event's impact on participants and the global cooperative movement.



## 2. METHODOLOGY

The Coopathon 2024 was designed as a highly participatory and dynamic event, integrating collaborative methodologies to ensure active engagement and meaningful outcomes.

The event was structured around innovative approaches that encouraged participants to co-create and learn together while exploring the principles and values of cooperativism.

# DYNAMICS AND ACTIVITIES

The Coopathon methodology was based on interactive, hands-on activities tailored to the participants' profiles and the event's objectives. These included:

- **Workshops:** Guided sessions introducing key concepts of cooperativism, ideation techniques, and game design principles.

- **Coop Talks:** Short, interactive presentations from experts and experienced cooperativists, sharing practical insights and inspiring stories to motivate participants.

- Cooperatives Europe: Annalisa Vallone shared the project on sustainable fashion through participation in a full day of the Coopathon

- COCETA: Amaya Delgado, director of the Confederation of Worker Cooperatives of Spain shared for more than an hour and a half the structure, projects and work of a cooperative structure in Spain.

- Dr Thomas Isaac: he spent an hour sharing about the experience in Coopathon, cooperative games and his experience with a group of young Indian cooperators

- **Team Creation and Collaboration:**

Participants were divided into teams (explorers and builders) to foster collaboration among individuals with varying levels of cooperative knowledge and experience.

- **Prototyping and Feedback Rounds:**

Teams developed and refined prototypes of board games, receiving feedback from mentors and peers.

- **Interactive Discussions:** Open discussions and reflection sessions to share insights, challenges, and perspectives on cooperativism and its application in their communities.

In addition to the in-person dynamics, a **digital platform ([Notion link](#))** was created to facilitate a **pre work phase**.

This platform enabled participants to:

- Learn about cooperatives, their principles, and their global impact.

- Understand the ICA structure, the sectors and a compilation of handy materials for future use too.

- Understand the basics of game design to prepare for the creative sessions.

- Get to know the profiles of other participants, fostering connections and collaboration even before the event began.



# PARTICIPATORY APPROACH

The event emphasized a participatory approach that:

- Encouraged mutual learning among participants with diverse cultural and professional backgrounds.
- Fostered creativity and experimentation, allowing participants to innovate freely within the framework of cooperative principles.
- Incorporated mentors and experts to provide guidance, share best practices, and inspire participants.



# ROLES OF PARTICIPANTS

The methodology differentiated participants into two key roles to maximize collaboration and learning:

**Explorers:** Participants who were less familiar with cooperativism but eager to learn. Their role was to bring fresh perspectives and challenge assumptions.

**Builders:** Participants with prior knowledge or experience in cooperativism, tasked with leading the creation of board games and curation of topics/challenges that youth faces.

**Facilitators:** Key figures that are either active currently or have been part of cooperative and youth structures, that either lead or have lead cooperative task forces, committees or regions. These individuals played a pivotal role throughout the Coopathon. Their responsibilities included:

- Guiding teams through the process of learning, ideating, and prototyping.
- Providing support, encouragement, and insight to ensure that each team remained focused and productive.
- Sharing their own experiences as young cooperativists to inspire and ground the participants in real-world examples.
- Ensuring that the cooperative values of inclusivity, equity, and collaboration were at the heart of the process.

The facilitators not only acted as mentors but also served as role models, showcasing the impact of young leadership in the cooperative ecosystem.



# RESOURCES AND TOOLS

To support the process, the Coopathon provided:

**Physical Materials:** Prototyping kits, game design templates, and cooperative learning resources.

**Digital Tools:** A pre-event platform for learning, collaboration, and preparation.

**Facilitator Training:** Facilitators underwent prior training focused on the Coopathon methodology and the key messages that the event aimed to convey. This preparation ensured:

- A unified understanding of the event's objectives and processes.
- Consistent communication of the core cooperative principles and values.
- Effective support for teams throughout the creative and learning processes.

**Mentorship and Facilitation:** Trained facilitators and mentors were present during the event to guide participants, provide feedback, and address challenges. Their training allowed them to effectively support team dynamics and reinforce the cooperative approach.

This combination of resources and preparation ensured that all participants, whether explorers, builders, or facilitators, were equipped to fully engage in the Coopathon experience and deliver meaningful outcomes.

# FLEXIBILITY AND ADAPTATION

The methodology was designed to be adaptable to the participants' needs and the dynamic nature of the Coopathon. This flexibility proved crucial, as the event took place in parallel to other activities within the **ICA Global Cooperative Conference**, requiring adjustments to ensure the success of the Coopathon as well as an interaction with the other attendees.

Key aspects of this flexibility included:

**Adjusting schedules** to accommodate parallel events and allow participants to balance their engagement in both the Coopathon and conference activities.

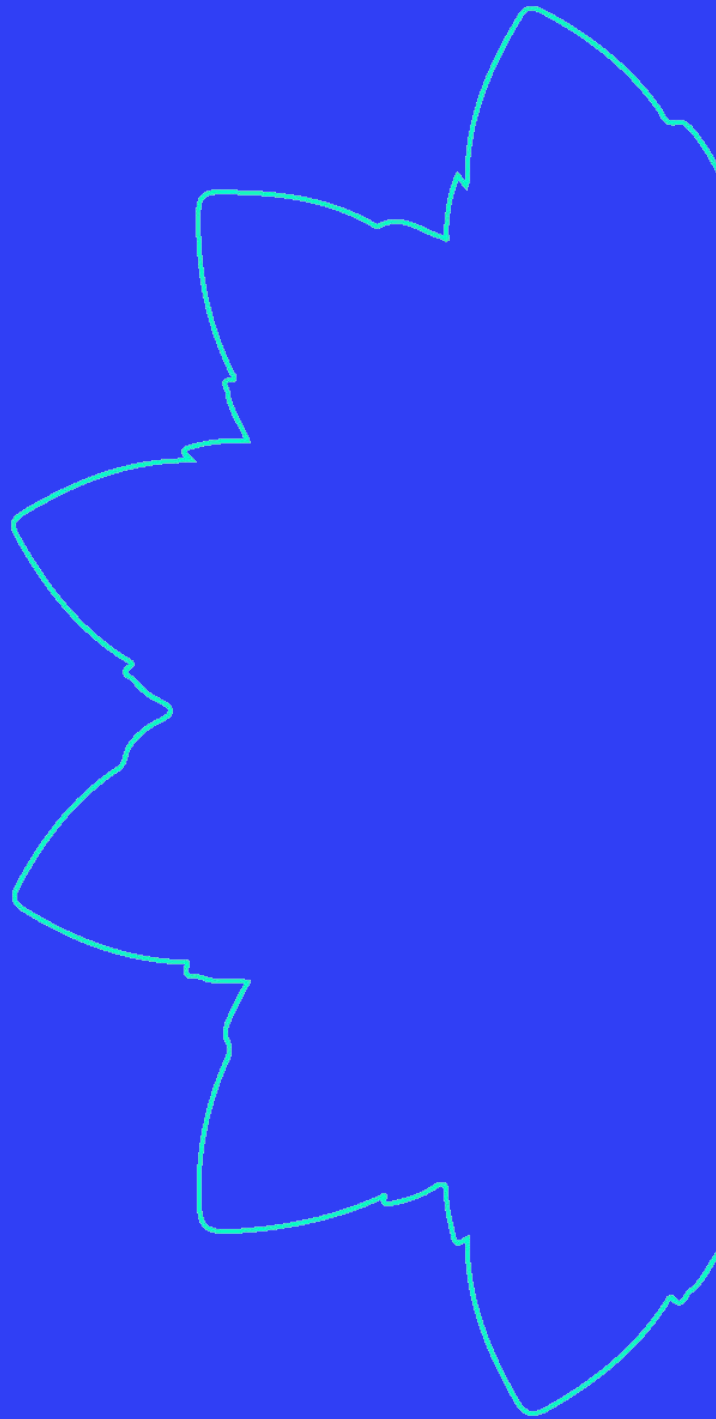
**Adapting activities in real-time**, ensuring that teams could continue their work effectively despite external interruptions or time constraints.

**Creating adaptable spaces for collaboration**, where participants could return to their projects without losing focus or momentum.

This adaptability not only allowed the Coopathon to thrive in a dynamic environment but also demonstrated the cooperative principle of **resilience and responsiveness**, ensuring meaningful outcomes despite challenges.

# 3. PARTICIPANTS

The Coopathon 2024 brought together a diverse group of participants from different backgrounds, experiences, and regions. This diversity enriched the event, fostering cross-cultural learning, collaboration, and innovation.



# PARTICIPANT PROFILES

Participants were divided into two main categories based on their familiarity with cooperativism and their roles within the event:

**Explorers:** Individuals who were new to the cooperative movement and eager to learn. They contributed fresh perspectives, challenged established assumptions, and brought curiosity and creativity to the co-creation process.

**Builders:** Participants with prior knowledge or experience in cooperativism. Their focus was on:

**Identifying challenges** relevant to young people within the cooperative movement.

**Exploring themes** that resonate with the interests and needs of youth.

**Designing board games** as practical tools to address these challenges and themes, integrating cooperative principles into the gameplay.

This division allowed for meaningful exchanges, as explorers learned from the experience of builders, while builders gained fresh insights from the explorers' innovative ideas.

# TOTAL NUMBER OF PARTICIPANTS

The Coopathon engaged a total of 37 consistent participants (involved during all working days) but involved more than 65 young people during all days, including:

**Facilitators and mentors:** A core group of experts in youth cooperativism who guided and supported the teams throughout the event. They were carefully selected to incorporate members from all the ICA regions (Hilda from Africa; Kirstie from the Americas, Sol from Americas and Europe, Dulce and Gelisabeth from Asia Pacific; Sameer from Asia Pacific and Europe; Ainhoa and Lorea from Europe).

**Team members (Explorers & Builders):**

Participants divided across multiple teams to ensure a balanced mix of explorers and builders in each group.

These numbers do not include the number of Congress participants that interacted with the youth either with workshops or in the game testing time.

# GEOGRAPHIC AND SECTORAL REPRESENTATION

Participants represented a wide range of countries, regions, and sectors, underscoring the global and inclusive nature of the event:

**Geographic Diversity:** Attendees hailed from all the four ICA regions. The youth committee launched a global call for applications and the selection was made specifically to ensure that as many countries as possible were represented. A total of 20 different countries were represented. This international representation facilitated cross-cultural exchanges and emphasized the universality of cooperative values as well as the wide scope of ICA membership.

**Background Diversity:** Participants came from various backgrounds, including:

- Cooperative organizations and networks
- Educational institutions
- Youth organizations
- Social enterprises and startups
- Independent professionals interested in cooperative methodologies

The diversity of participants enriched the Coopathon, fostering a dynamic environment where different perspectives, ideas, and experiences converged to create innovative outcomes.



The filtering of participants was managed by the Youth Committee and independently from Regional ICA offices to ensure diversity and reach out encouraging participants that had never participated in ICA events. The Youth Committee was in touch with the regional offices and encouraged the offices and members to involve more youth than those selected and funded by the Youth Committee program.





## 4. EVENT DEVELOPMENT

The Coopathon 2024 unfolded over multiple stages, beginning with a structured **pre work phase (Day 0)** and continuing through three days of dynamic activities, collaborative learning, and creative processes. The event structure allowed participants to progressively deepen their understanding of cooperativism, identify challenges, and co-create innovative tools.

# DAY-BY-DAY DESCRIPTION

## Day 0: Pre Work Phase (Before the Event)

In preparation for the Coopathon, a **digital platform** was used to ensure participants were ready and informed before arriving at the event. Activities included:

- **Learning Modules:** Participants explored the fundamentals of cooperativism, its principles, and its potential to address local and global challenges.
- **Game Design Basics:** Tutorials provided an introduction to the mechanics of designing engaging and educational board games.
- **Community Building:** Participants shared introductions and reflections on the platform, fostering connections ahead of the in-person event.
- **Facilitator Preparation:** Facilitators underwent training to align with Coopathon's methodology and core messages, enabling them to effectively guide the teams.

## Day 1: Check-In and Community Building

The first day was dedicated to introductions and fostering connections among builders, and participants with cooperative experience:

- **Participant Check-In:** Builders introduced themselves and shared personal insights, including:
  - The name, origin and purpose of their cooperative.
  - Their most meaningful cooperative memory.

- **Interactive Wall of Stories:** Builders wrote their insights on cards and added them to a shared wall, creating a visual and interactive way for participants to delve deeper into each other's experiences throughout the event.

## Day 2: Exploring Challenges and Beginning Game Design

The second day marked the start of structured activities aimed at identifying cooperative challenges and beginning the design process:

- **World Cafe:** Builders facilitated discussions across five key themes (management, hierarchy and teams; communication and divulgation; education and training, networking and bridge building; and new project developing) to identify the most pressing challenges for cooperatives and youth.
- **Audience Mapping:** Teams defined their target audience for the challenges they had identified, ensuring the games they designed would be relevant and impactful for specific collectives.
- **Game Design Masterclass:** Participants attended an engaging session to learn storytelling techniques and mechanics for creating meaningful and educational board games.
- **Prototyping Begins:** Teams started designing their games, integrating cooperative principles and addressing their selected challenges playfully.

### Day 3: Designing, Prototyping, and Presentation

The final day began with a continuation of the design process, ensuring that each team's ideas were well-developed before transitioning into prototyping. The day emphasized iterative refinement and collaboration to produce impactful outcomes:

- **Design Refinement:** Teams revisited their initial game concepts, working to deepen the mechanics, storytelling, and alignment with cooperative values before starting the prototyping phase.
- **Prototyping:** Once designs were solidified, participants began building their game prototypes, using materials provided to create tangible, interactive versions of their ideas.
- **Feedback Rounds:** Prototypes were presented to facilitators, mentors, and the core team, who played a crucial role in:
  - Offering detailed, constructive feedback on gameplay, relevance, and engagement.
  - Ensuring the challenges and cooperative principles were effectively integrated into the game design.
  - Supporting teams in addressing any gaps or challenges in their prototypes.



- **Final Adjustments:** Teams incorporated feedback into their games, refining their prototypes to better address the identified challenges and enhance the overall experience.
- **Showcase:** The event concluded with a celebratory showcase, where teams presented their completed games to all conference attendees taking over the main hall, shared their learning journeys, and celebrated their collective achievements. 6 functional games were showcased and tried by participants.

## Day 4: Closing session

The last day of the Coopathon focused on closing the game design process and conducting a collective reflection on both the Coopathon and the ICA Global Cooperative Conference. This day emphasized learning from the experience and celebrating the collective journey.

- **Game Finalization:** Teams revisited their prototypes one last time, integrating any remaining adjustments to ensure the games were complete, polished, and ready for use or presentation. This step allowed participants to reflect on their creative journey and solidify their outputs.

- **Feedback on the Coopathon Process:** A guided session encouraged participants to:

- Reflect on their personal and team experiences throughout the Coopathon.
- Share key learnings, challenges, and moments of growth.
- Discuss the impact of the Coopathon on their understanding and application of cooperative principles.

- **Postmotorola on the Conference:**

Participants also reflected on the broader context of the ICA Global Cooperative Conference, discussing:

- The most valuable sessions and insights they gained.
- How the conference aligned with or influenced their work.
- Opportunities to apply their learnings to their cooperatives and future projects.

- **Closing Session:** The day ended with a celebratory closing, where participants expressed gratitude, shared final thoughts, and acknowledged the collective efforts that made the Coopathon a success. The day began with a spontaneous singing and dancing session to energize all participants and gather up.

The process was shared by Youth Representative Ana Aguirre in the main stage as the first agenda point of the Plenary Closing session.







## Contributions from Experts

Throughout the Coopathon, experts played a key role in guiding and inspiring participants:

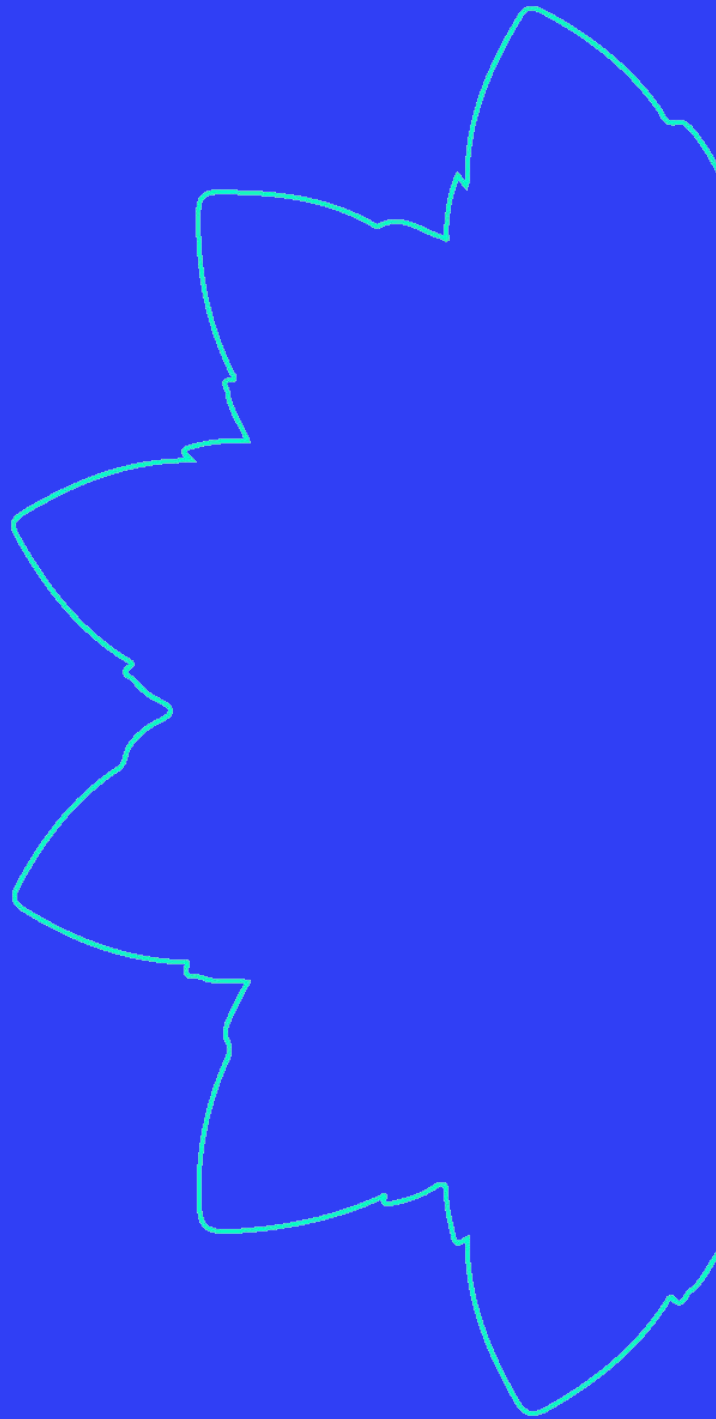
**Facilitators:** Experienced leaders ensured smooth team dynamics and provided ongoing support.

**Mentors:** Experts from the cooperative movement brought valuable insights, established conversations with participants, shared their experience and provided constructive feedback.

**Game Mechanics:** Basic game mechanics short workshop was delivered to inspire and enlighten participants with basic game understanding for design and reflection.

## 5. OUTCOMES AND FINAL DELIVERABLES

The Coopathon 2024 resulted in tangible deliverables and meaningful outcomes that reflect the collective efforts, creativity, and collaborative spirit of the participants. These outcomes not only showcase the impact of the event but also provide tools and insights for advancing the cooperative movement and youth entrepreneurship. The ultimate success was to have 6 functioning games that participants of the Cooperative Congress tried for a couple of hours during the 28th of November.



# BOARD GAMES CREATED

One of the key deliverables of the Coopathon was the creation of **6 functional board** games designed to address specific challenges identified during the event. Each game reflected the participants' deep engagement with cooperative principles and their innovative approach to problem-solving. Key characteristics of the games include:

**Focus on Five Key Themes:** Each game addressed challenges related to one of the five thematic areas explored during the World Café, ensuring relevance to the cooperative movement and its future (management, hierarchy and teams; communication and divulgation; education and training, networking and bridge building; and new project developing).

**Audience-Centred Design:** Teams carefully defined target audiences, creating games tailored to specific groups, including but not limited to youth, cooperative members, or educators.

**Integration of Cooperative Values:** The games incorporated principles such as collaboration, equality, and mutual benefit, skill development, basic understanding of cooperatives and divulgation; making them effective tools for both education and engagement.

# TOOLS FOR COOPERATIVE EDUCATION

The board games created during the Coopathon are not only innovative but also practical tools that can be:

**Replicated and Scaled:** The prototypes can be further developed and shared with cooperatives, schools, and youth organizations globally.

**Used as Training Materials:** The games serve as accessible resources for workshops and training sessions on cooperative values and challenges.

**Inspire:** become building blocks for further developed games in the future.

# PARTICIPANT LEARNING AND GROWTH

The Coopathon provided participants with valuable learning opportunities that will have a lasting impact on their cooperative practices:

**Deepened Understanding of Cooperative Challenges:** Through discussions and game design, participants gained insights into real-world issues affecting cooperatives.

**Skill Development:** Participants honed skills in teamwork, creativity, problem-solving, and audience-centered design.

**Cross-Cultural Exchange:** The diverse mix of participants fostered meaningful connections and shared learning across regions and cultures.

# ENHANCED COLLABORATION

The event strengthened connections within the international cooperative movement:

**Builders and Explorers:** The collaboration between experienced builders and curious explorers created a dynamic exchange of knowledge and ideas.

**Facilitators and Core Team:** The guidance provided by facilitators and the core team ensured a structured yet flexible process that maximized participant engagement.

**Global Networking:** Participants established networks that extend beyond the Coopathon, opening doors for future collaborations and initiatives.

## LONG-TERM IMPACT

The Coopathon's deliverables extend beyond the immediate outcomes, contributing to the cooperative movement in several ways:

**Raising Awareness:** The event highlighted the potential of cooperatives to address contemporary challenges, particularly among younger audiences.

**Inspiring Future Leaders:** By empowering participants, the Coopathon nurtured a new generation of cooperative leaders equipped with the tools to drive innovation.

**Creating Replicable Models:** The methodology and outcomes of the Coopathon provide a template for similar initiatives, encouraging broader adoption of participatory and game-based approaches.





## 6. ANALYSIS AND EVALUATION

The Coopathon 2024 was not only a space for creation and collaboration but also an opportunity to reflect on its successes, challenges, and areas for improvement. This analysis aims to evaluate the event's impact on participants, its alignment with objectives, and the potential for future iterations.

# SUCCESS INDICATORS

The following key indicators demonstrate the success of the Coopathon:

**Number of Games Created:** A total of 6 board games were developed, addressing real challenges identified within the cooperative movement.

**Participant Engagement:** High levels of active participation were observed across all activities, with teams demonstrating enthusiasm and commitment throughout the process.

• **Explorers** (less experienced people especially coming from India) were a challenge to deal with. While a form was put together and confirmation was ensured, out of the over 40 explorers that confirmed their presence only 4 of them committed to the process and as low as 10 people showed up coming in and out of the Coopathon space during day 1. This lack of commitment prevented the dynamic specially designed for this group of people from being truly tested and put to test. A switch in shape was executed to make sure that the most engaged individuals could make the most out of their participation and multiply their interaction with the builders. A solid group of 5 explorers was put together. The reasons for their lack of commitment and appearance are unclear. The platform specifically developed for basic learning remains functional for future use if wanted.

**Alignment with Objectives:** The event successfully met its goals of fostering creativity, empowering youth, and creating practical tools for cooperative education. As well as a solid outcome of functional games.

## QUALITATIVE EVALUATION

### Postmotorola.

Feedback from participants, facilitators, and mentors highlighted several qualitative achievements:

**Empowerment of Participants:** Many participants expressed feeling more connected to the cooperative movement and better equipped to address its challenges.

**Collaborative Spirit:** The cooperative principles of teamwork, inclusivity, and mutual support were evident in all aspects of the event.

**Innovative Outcomes:** The games designed by participants showcased originality, relevance, and a deep understanding of cooperative values.

# QUANTITATIVE EVALUATION

- Up to 66 people took part of at least one day of the Coopathon
- **Consistent participation:** 37 people.
- **Female male ratio:** Out of the consistent 37 participants 22 were women and 15 were male
- **Regions represented by participants:** 4 regions, 20 countries
- **Regions represented by facilitators:** 4 Regions, 5 countries (Argentina, USA, Kenya, Spain, India and Philippines)
- %100 of the teams concluded the activity with a functional game that was put to test
- Out of the Youth Committee selected participants all but one made it to India.
- Out of the ones that made it to India all but one attended the full program.

## ROLE OF FACILITATORS AND CORE TEAM

The facilitators and core team played a critical role in ensuring the success of the Coopathon:

**Facilitators:** Their training and involvement were highlighted as the main key (alongside the core team) to maintaining team dynamics, guiding the design process, and providing valuable feedback.

**Core Team:** The team's adaptability and support ensured that logistical and methodological challenges were addressed seamlessly.

**IFFCO Volunteers:** a group of volunteers from IFFCO participated in the support but also as part of the working teams which blended very well with the goals and process of the dynamic.

**Technical team:** the team of technical support was helpful. While it needed to be quite guided by the core team in the before and during stages, their responsiveness was fast and proficient and they became a key for the success of the set up.

# WHAT WORKED WELL

The Coopathon generated positive outcomes that highlighted the strength of its design and execution:

**Intimacy and Connection:** Participants valued the close-knit environment, which fostered meaningful interactions and strengthened relationships.

**Learning and Growth:** The event was a platform for learning about cooperative principles, game design, and cultural diversity. Participants appreciated the opportunity to gain critical thinking, collaboration, and networking skills.

**Global Perspective:** Bringing together youth from diverse cultural and cooperative backgrounds enriched discussions and broadened perspectives.

**Engagement and Energy:** The welcoming and dynamic atmosphere created by facilitators and the core team energized participants and encouraged active involvement.

**Creativity in Education:** The focus on game creation as a tool for cooperative education and learning was well-received, showcasing a unique and innovative approach to learning.

**Facilitator Support:** The warmth, professionalism, and adaptability of facilitators were widely praised, featured as one of the keys to the success of the event.

**Youth-Centric Focus:** A youth-led event within an institutional context inspired participants and demonstrated the potential of young people to lead and innovate.

# AREAS FOR IMPROVEMENT

Despite its successes, the Coopathon faced some challenges:

**Timing and Schedule:** Delays, long hours, and a packed schedule created fatigue and reduced the time available for activities like game testing and networking.

**Capacity of attending program sessions:** the intensity of the Coopathon program prevented participants from attending main program activities and sessions. The addition of a day or two for the youth program to ensure the capacity of interacting with the “regular attendees” should be considered for future events.

**Isolation from the Conference:** The Coopathon felt disconnected from the main ICA conference, limiting opportunities for interaction with other delegates.

**Venue Limitations:** The open space of the venue caused distractions, while issues like lack of coffee, bathrooms, and mosquito problems affected comfort and focus.

**Extended Time for Design and Testing:** Allow more time for game creation and testing, ensuring participants can fully develop and refine their ideas as well as dive deeper into the dialogues.

**Onboarding for Explorers:** While builders were highly engaged, explorers might benefit from additional pre-event preparation to feel more confident and aligned with the process.



# AREAS FOR IMPROVEMENT

**Explorers' Engagement:** Some explorers did not fully engage due to limited onboarding and a lack of clear integration into the program.

**Communication and Coordination:** Some participants found it challenging to navigate the schedule and understand their roles, especially during the game design process.

**Sustainability Concerns:** The use of new materials raised questions about the event's environmental impact.

# KEY LEARNINGS

The Coopathon was a powerful reminder of the potential of youth to drive innovation and collaboration in the cooperative movement:

**Collaboration is Key:** The event demonstrated the power of collaborative decision-making in addressing complex challenges and fostering creativity.

**Diversity Enriches Learning:** Working with participants from various cultural and cooperative backgrounds enhanced problem-solving and broadened perspectives.

**Games as a Tool for Change:** The potential of board games as educational tools to promote cooperative values and address challenges was widely recognized.

**Youth Leadership Matters:** The spirit, energy, and ideas of young people are vital for building solutions and driving the cooperative movement forward.

**Global Connection:** The strength of cooperativism worldwide is evident, with problems and solutions that resonate across cultures.

# GENERAL IDEAS

The Coopathon 2024 provided valuable insights into how participatory events like this can foster creativity, collaboration, and engagement with cooperative principles. Reflecting on the process, the following lessons emerged, which will feed into and strengthen future editions.

Its success highlights the potential for future iterations to:

- **Strengthened Onboarding:** Scale the approach to engage more participants globally and provide tailored pre-event activities for explorers to better integrate them into the program and ensure they feel confident in their contributions.
- **Further, integrate cooperative principles into creative and educational outputs.**
- **Agenda:**
  - **Integration with the Conference:** Integrate the Coopathon more closely with the larger ICA conference to encourage interaction and shared learning between participants and delegates. This implies both the program (activities) and the space of work.
  - **Streamline the agenda to reduce fatigue, avoid delays, and create dedicated time for networking and learning about participants' cooperative journeys.**
  - **The preference was a longer agenda with somehow less activity so participants can dive deeper in the introduction and dialogue steps before actively designing.**



## 7. CONCLUSIONS

The Coopathon 2024 proved to be a transformative event, not only for the participants but also for the cooperative movement as a whole. This youth-led initiative demonstrated the power of collaboration, creativity, and cooperative principles in addressing modern challenges and inspiring future action.



# KEY ACHIEVEMENTS

**Innovative Outputs:** Participants successfully designed and prototyped a series of board games addressing real challenges in the cooperative movement, providing tangible tools for education and engagement.

**Empowered Participants:** The event equipped participants with new skills, deeper knowledge of cooperativism, and strengthened connections to the global cooperative community.

**Global Collaboration:** The diverse group of participants highlighted the universality of cooperative values and fostered cross-cultural understanding.

**Youth Leadership:** The success of a youth-centric event within a larger institutional conference underscored the vital role of young people in shaping the future of cooperatives.

# IMPACT ON THE COOPERATIVE MOVEMENT

- The Coopathon served as a reminder of the innovative potential within the cooperative movement, particularly when engaging youth.
- It created a replicable model for combining participatory methodologies and game-based learning, which could be adopted by cooperatives worldwide to drive education and collaboration.
- The event strengthened the narrative of youth as “game changers” and highlighted their capacity to design solutions in creative, impactful ways.

# CHALLENGES AS OPPORTUNITIES

The challenges faced during the Coopathon provide valuable growth opportunities:

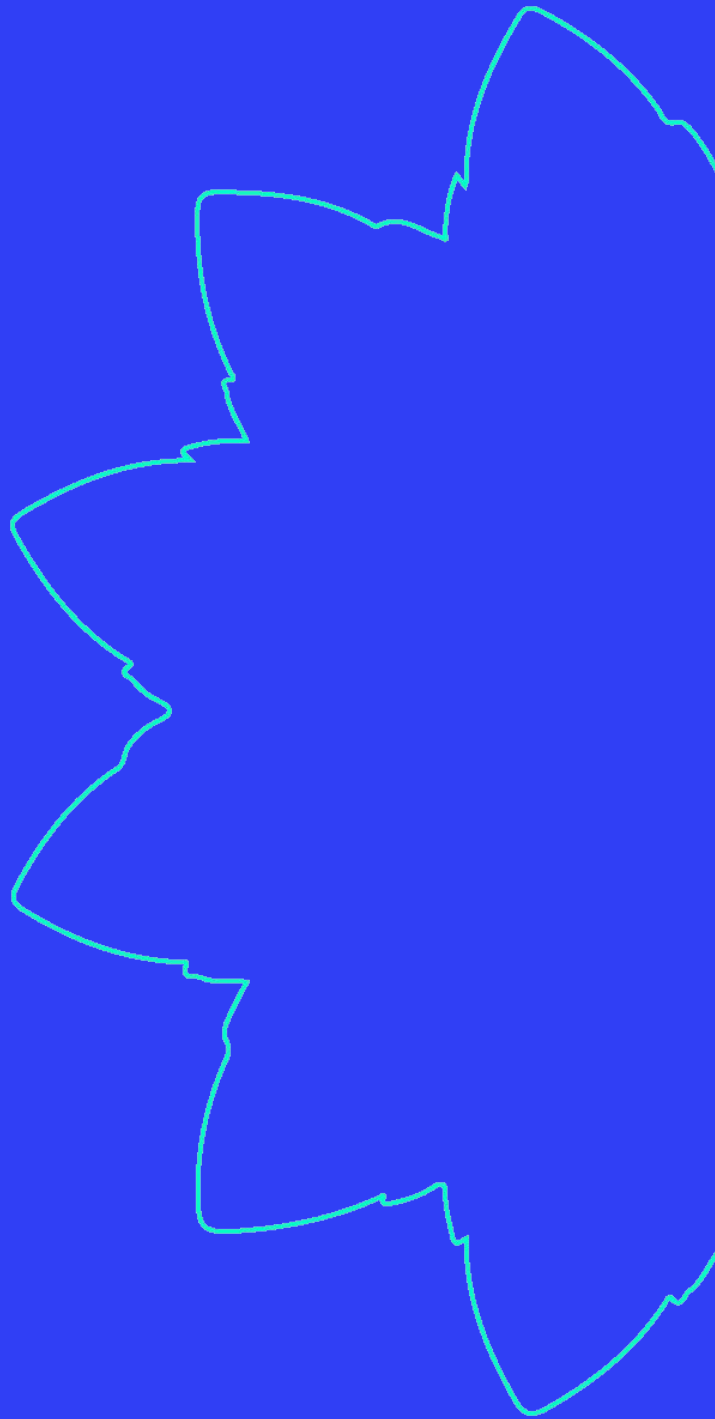
**Greater Integration with ICA Conference:** Strengthening the connection between the Coopathon and the larger conference will amplify its reach and influence.

**Enhanced Preparation and Onboarding:** Improved pre-event preparation for participants, particularly explorers, can ensure greater inclusivity and engagement.

**Sustainability Practices:** Incorporating environmentally friendly practices will align the event more closely with cooperative values.

## 8. RECOMMENDATIONS FOR FUTURE EDITIONS

Building on the successes, challenges, and lessons learned from the Coopathon 2024, the following recommendations aim to enhance the design, execution, and impact of future editions. These suggestions reflect participant feedback, facilitator insights, and observations from the organizing team.





# STRENGTHENING THE PRE WORK PHASE

## **More Tailored Content for Explorers:**

Expand the pre-event digital platform to include introductory modules specifically designed for participants with less experience in cooperativism. This will ensure explorers are better prepared and confident to engage.

**Interactive Pre Work:** Incorporate live online sessions or forums before the event to foster connections and discussions among participants. Not only the platform.

**Facilitator Training:** Continue and expand the facilitator preparation program to ensure consistency, adaptability, and alignment with the event's goals.

# REFINING EVENT DESIGN

**Improved Time Management:** Create a realistic schedule with built-in buffers to accommodate delays and avoid participant fatigue.

## **Dedicated Networking Opportunities:**

Include structured networking sessions to encourage participants to learn about each other's cooperative stories and roles.

# ENHANCING THE GAME DESIGN PROCESS

## **Game Testing with External Audiences:**

Provide opportunities to test games with ICA conference delegates or local cooperative members to gather diverse feedback.

**Focus on Cooperative Principles:** Ensure games integrate cooperative values and themes more explicitly to deepen their relevance and educational impact.

**Additional Resources:** Supply reusable and sustainable materials for prototyping to align with cooperative and environmental values.

# IMPROVING INTEGRATION WITH THE ICA CONFERENCE

**Connecting with Delegates:** Include opportunities for Coopathon participants to engage with ICA conference attendees through shared sessions or panels.

## **Youth Representation in the Main**

**Program:** Advocate for greater visibility of youth-led initiatives and outcomes within the broader conference agenda.

**Showcasing Outputs:** Organize a formal presentation of the games to ICA delegates to highlight the value of youth contributions.

# INCREASING ACCESSIBILITY AND INCLUSION

**Local Engagement:** Invite more local participants from the host country to enhance regional representation and create stronger ties with the community.

**Language Accessibility:** Provide interpretation or multilingual materials to ensure inclusivity for participants from diverse linguistic backgrounds.

**Physical Comfort:** Address venue issues such as seating, access to refreshments, and overall comfort to ensure participants can focus and engage effectively.

# FOSTERING LONG-TERM IMPACT

**Follow-Up Support:** Create a post-event mentorship program to help teams further develop their games/ ideas and share them with a broader audience.

**Dissemination of Outputs:** Develop a plan to distribute the games to cooperatives, educational institutions, and youth organizations globally.

**Alumni Network:** Establish a network for past Coopathon participants to maintain connections, share experiences, and collaborate on new initiatives.

# AMPLIFYING THE SPIRIT OF YOUTH

**Youth Leadership:** Continue to emphasize the importance of youth-led initiatives within the cooperative movement, ensuring that young voices are valued and heard.

**Celebrating Diversity:** Build on the success of bringing together participants from diverse cultures, regions, and cooperative models to encourage innovation and global collaboration.

**Inspiration for Future Generations:**

Position the Coopathon as a flagship event for the cooperative movement, inspiring more young people to engage with cooperativism and its principles. It also served as a good example of intergenerational spaces, and the lack of them in congress like events. Spaces in “less formal” formats allow good interaction, dialogue, bridge building, learning and inspiring outcomes.

# FINAL RECOMMENDATION

As for future events similar to this one, some key takes and observations beyond the very agenda of the event:

The the lack of youth delegates from ICA members as part of their delegations. While this was encouraged in various online and offline communications (in the board meetings, the steering committee and the newsletters), members of the ICA did not engage with the Coopathon by bringing more youth. Many of them claimed to not have knowledge of the youth program and activities. This showcases a need for different communication with ICA members and regional offices.

The filtering and selection process of the participants was a challenge. It must be highlighted that all members of the YC (global and regional) were notified, involved and engaged in the decision making process of the participant selection for this specific program. The YC, when questioned about the selection but the regions, answered openly and quickly to all requests. The recommendation to increase participation and generating a more inclusive system of filtering is to open a bilateral task force/group from the start of future projects. The final decision making power should remain with the YC but Regional offices should be involved and consulted in the steps that include but are not limited to: criteria for the calls, communication channels and membership engagement, filtering and communication with participants once they are selected.

# FINAL RECOMMENDATION

It is important to note that all the regional youth representatives were made aware of every step of the process and support was asked to everyone. The Youth Committee also sent a request to all four regional offices for further participation of youth from their regions in addition to those already selected. No participant beyond the selected by the youth committee was incorporated.

The second is that the Coopathon 2024 is another example of successful “by youth for youth” cooperative program design following activities like the Global Youth Forums. Its success contributes to previously set strong foundations for future editions, which can:

- Scale up to include more participants and cooperatives globally.
- The unification and alignment of the youth agenda and the youth related activities and allocated resources. Encouraging the youth committee to be involved in all youth related activities at the global and regional levels.
- Better engage ICA members and regional offices in youth related actions.
- Deepen its focus on cooperative principles, ensuring a balance between creativity and education.
- Act as a catalyst for youth-driven innovation within the cooperative movement.
- Establish a youth directory for eligible young cooperative leaders to be selected for future features and participation in panels, discussion and main program activities.
- Further engage global youth to understand how bridge building among cooperative youth strengthens the cooperative movement and lays a path for the future generation.



## 9. ACKNOWLEDGEMENTS AND FINAL WORDS

The Coopathon proved that young people are not just participants in the cooperative movement—they are its driving force. Their energy, ideas, and commitment to collaboration are key to building a more cooperative future.





The Coopathon 2024 celebrated this potential and provided a space for it to thrive, inspiring hope and action for the road ahead. The integration of parallel youth activities is a great opportunity to further engage the youth. A further step in this process for the future, quoting Dulce Bustamante (VP for Asia Pacific) **“not only have youth participating and engaged but integrated in the main programs”**.

As a youth representative there are some acknowledgement and thank yous that can not be looked over:

The first one to the whole ICA Youth Committee representatives for the time, the energy and the commitment to make this happen. In a bigger or smaller amount everyone contributed to make this program a reality and it is on the committee to ensure that youth related, youth lead and youth focused activities remain at the forefront of future initiatives of the ICA.

The second one is to the ICA staff that made this possible:

The role of Gretchen Hacquard was crucial for the implementation of the whole program, coordinating between the office, the committee and everything in between to ensure the program was launched and communicated, that participants were selected and reached out to and the logistics (airfares, accommodations...) matched all needs.

To the organizing team (lead and impersonated as a contact point by Santosh Kumar) for the ongoing support and the incorporation of this session in the program to begin with and for being flexible to proposals and changes.

As well as to Marc Noel for the support of making it eligible and compliant with the European Funds. Same goes to Veronique Benet and her support in the finance department with reimbursement but also emergency funds clearance.

The local staff from the IFFCO Volunteers that made sure all the teams were supported to the technicians that brought the space to life from a glum looking huge amphitheatre to a fully equipped Taylor Swift like concert venue.

Also, thanks to Demola Demoela Cooperative Society for providing us with games to inspire us through play.

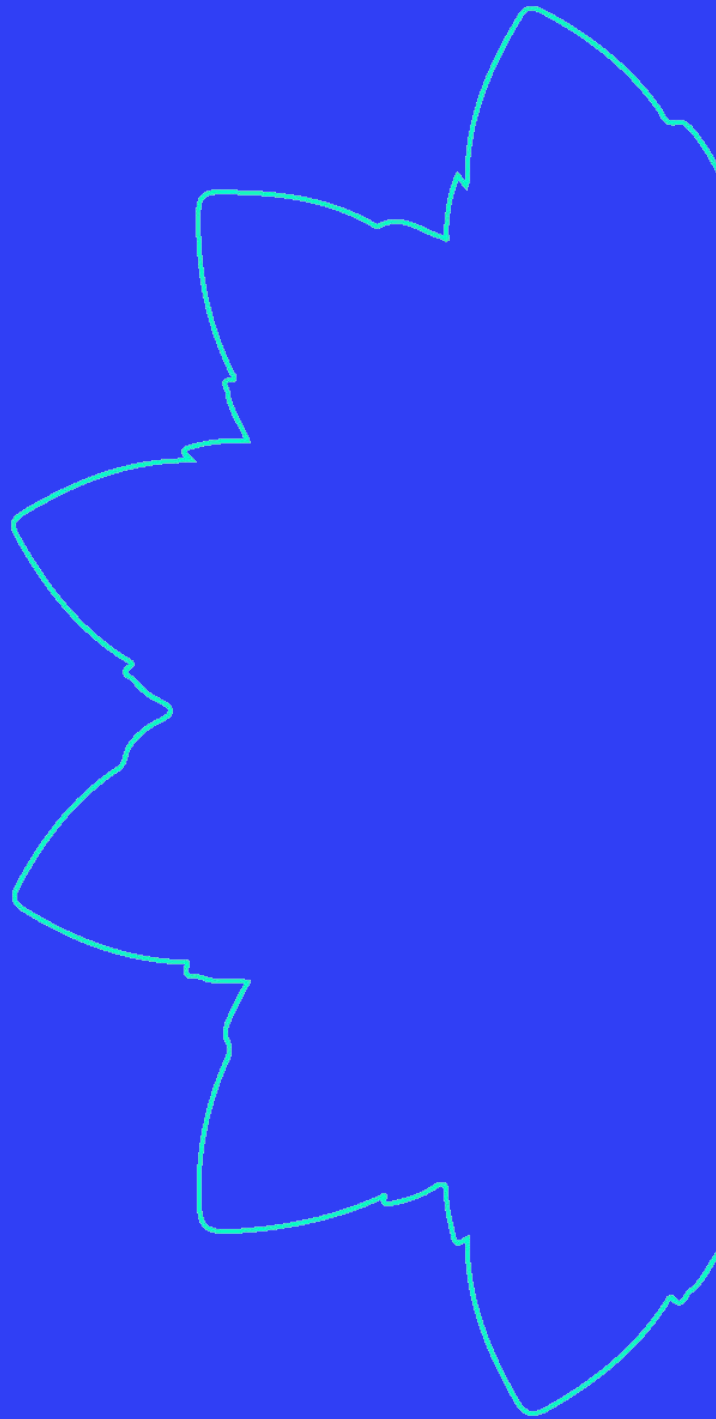
To all the youth that applied as many remained in the waiting list in the hopes of obtaining financial support. And to the selected participants who brought their best attitude, energy and spirit to Delhi. It is the people that made the process and not the other way around. Having the right people meant courageous dialogues, heartfelt conversations, real challenges and a full on dive into solving first hand challenges. Energy was the one resource that was really multiplied in the Coopathon. And everyone was flexible, understanding and willing to jump over all kinds of difficulties, challenges and unexpected situations.

And the facilitation and core team. Thank you for once again serving the cooperative movement and the youth agenda and serving a greater purpose.

From my perspective as youth representative this was an excellent step up in the youth participation history and will serve as a stepping stone to ensure that the International Year of Cooperatives 2025 has youth included in the radar of as many activities as possible creating a central energy to youth agenda growth.

# 10. ANNEXES

- 1** Detailed agenda of the Coopathon
- 2** Links to materials and resources created
- 3** Games developed by builders
- 4** Post motorola



# DETAILED AGENDA OF THE COOPATHON



## BUILDERS:

### DAY 1 25 NOV

15:00–17:45

**OPENING CEREMONY**

17:45–18:15

**TEA BREAK**

18:30–20:00

**COOPATHON STARTS!**

20:00–22:30

**DINNER**

### DAY 2 26 NOV

08:30–11:20

**WORLD CAFÉ SESSION**

11:20–11:40

**BREAK**

11:40–13:00

**TEAM CREATION**

13:00–14:00

**LUNCH**

14:00–16:15

**GAME DESIGN & DEV**

16:15–16:45

**NETWORKING BREAK**

16:45–17:45

**GAME DESIGN & DEV**

17:45–18:15

**CHECK-OUT & REFLECTION**

18:20–20:45

**MANTHAN FILM SCREENING**

20:45–22:30

**DINNER**

### DAY 3 27 NOV

08:30–11:05

**GAME PROTOTYPING**

11:05–11:30

**BREAK**

11:30–13:00

**GAME TESTING**

13:00–14:00

**LUNCH**

14:00–16:15

**GAME CORNER PREP**

16:15–18:30

**GAME SHOWCASE**

18:30–20:30

**CLOSING & CULTURAL  
PROGRAMME**

20:30–22:00

**DINNER**

### DAY 4 28 NOV

09:00–10:00

**CLOSING GAMES**

10:00–11:00

**WRAP UP & KEY TAKEAWAYS**

12:00–13:00

**FILM SCREENING**

13:00–14:00

**LUNCH**

14:00–16:00

**CICOPA CODING EVENT**

# DETAILED AGENDA OF THE COOPATHON



## EXPLORERS:

### DAY 1 25 NOV

15:00–17:45

#### OPENING CEREMONY

17:45–18:30

#### TEA BREAK

18:30–20:30

#### FILM SCREENING

20:30–22:30

#### DINNER

### DAY 2 26 NOV

9:00–09:45

#### WELCOME TO COOPATHON

09:45–11:20

#### TREASURE HUNT PART 1

11:20–11:40

#### BREAK

11:40–13:00

#### COOP CASE STUDY TALKS

13:00–14:00

#### LUNCH

14:00–16:15

#### TREASURE HUNT PART 2

16:15–16:45

#### NETWORKING BREAK

16:45–17:45

#### TREASURE HUNT FINISH

17:45–18:15

#### REFLECTION & CLOSE

18:20–20:45

#### FILM SCREENING

20:45–22:30

#### DINNER

### DAY 3 27 NOV

9:00–11:05

#### PRESENTATION PLANNING

11:05–11:30

#### BREAK & CONNECT

11:30–13:00

#### GAME TESTING WITH BUILDERS

13:00–14:00

#### LUNCH

14:00–16:15

#### GAME CORNER PREP

16:15–18:30

#### GAME CORNER SHOWCASE

18:30–20:30

#### CLOSING & CULTURAL PROGRAMME

20:30–22:00

#### DINNER

### DAY 4 28 NOV

10:00–11:00

#### CLOSING & FEEDBACK

12:00–13:00

#### FILM SCREENING

13:00–14:00

#### LUNCH

14:00–16:00

#### CICOPA CODING EVENT



## INTERESTING LINK: MATERIALS AND RESOURCES CREATED, PHOTOS, ETC.

Brochure for participants [link](#)  
Notion - used online platform [link](#)  
Explorers treasure hunt, dynamic  
created at the Genially platform [link](#)



# GAMES DEVELOPED BY BUILDERS

## COOP CLIMBS

Coop Climbs is an engaging educational board game designed to empower emerging and grassroots cooperatives by teaching them how to integrate technology effectively in four key areas: education, marketing, digital payments, and data security. The game's objectives focus on enhancing cooperative efficiency through training, branding, secure systems, and transactions. Players progress by rolling dice and drawing three types of cards: Positive Action Cards (to advance), Negative Action Cards (setbacks), and Learning Cards (providing cooperative principles and bonus points).

The interactive format ensures participants absorb cooperative values while competing strategically. Testing shows that individuals with non-cooperative backgrounds gain valuable insights, while cooperative members bridge knowledge gaps, emphasizing the importance of the learning journey over speed.



# BUILDING BRIDGES

Building Bridges is a networking and reputation-building game aimed at fostering trust, cooperative behavior, and learning about alternative economic systems. Players pitch their products or services, contribute to a common fund, and exchange resources over five rounds using a "have" and "want" list. A dice roll determines the order of exchanges, and points are tallied based on successful trades. The game emphasizes win-win exchanges, collaboration, and post-networking follow-ups. Feedback highlights its potential to create strong connections but suggests simplifying the process to enhance the experience.

# AMAZEING COOP JOURNEY

aMAZEing Coop Journey is an interactive game designed to instill cooperative values, explore leadership qualities, and test communication skills within a team. Players navigate a maze, overcoming obstacles such as leadership challenges and open-ended questions ("landmines") that encourage reflection and problem-solving. The game's primary goal is to foster a strong culture of collaboration, highlighting the importance of teamwork, effective leadership, and mutual understanding in cooperative environments.



# PANCHATANTRA: THE JUNGLE COOPERATIVE GAME

Panchatantra is a role-playing game inspired by the Indian folk storybook of the same name. It gamifies conflict resolution through dynamic communication and dissemination. Players embody various jungle animals, each with unique traits that influence group discussions on issues. The lion is authoritative, the fox is cunning, the snake is negative, among other roles. The game is time-bound, with discussions ending with a democratic vote to resolve the issue and manage the jungle. The owl or the previous round's best speaker decides when to conclude the debate, ensuring equitable participation. Panchatantra emphasizes collaboration, critical thinking, and democratic decision-making in an engaging, interactive format.

## FROM MISUNDERSTANDING TO MRS UNDERSTANDING

This card-based game is designed to help cooperative members engaged in conflict to reduce misunderstandings and build stronger relationships. The game is for two players who must have a genuine willingness to resolve or mitigate their conflict. It is structured around six sets of cards, each addressing key aspects of conflict resolution: understanding each other, building trust, resolving conflict, fostering self-awareness, and more. Players draw cards from these piles and answer the questions presented, which are designed to encourage empathy, perspective-taking, and constructive dialogue. By gradually addressing these elements, the game aims to guide participants toward improved mutual understanding and collaboration in the future.

# COOP CATHAN

Coop Cathan is a resource-building board game where players collaboratively grow cooperatives within a shared ecosystem. Inspired by the traditional Cathan game, it emphasizes teamwork over competition. The goal is to build a thriving village by meeting basic needs and achieving milestones in governance, sustainability, and community impact. Players gather resources like funding, partnerships, and knowledge to provide essentials such as housing, healthcare, education, and cultural activities. Progress involves rolling dice, trading, and drawing cards that boost progress, pose setbacks, or offer strategic advantages. Coop Cathan highlights the value of resource-sharing and collaboration in building a sustainable, harmonious society.



# POST MOTOROLA

## GOOD

- We have intimacy in our space
- We learn a lot
- We enjoyed it a lot. This event should happen again
- This was the most interesting part of the conference. Wonderful young people all over the world work together to create new reality throughout the games. Games are edifying education
- Know and learn from many cultures and ways of cooperating
- Diversity was very good
- Connections were made
- The chances/spaces to interact with other coopathon participants were great
- The energy of the facilitators and organizers. So down to earth and lovely
- Teamwork
- Energy effort fun!
- IFFCO volunteers taking part in activities or the whole process
- Loved the way everyone was welcoming & brought ideas to the table
- The participants were so nice and lovely. Nice energy between us. A great blend of different countries/ perspectives / cooperative models
- Very interactive and engaging.
- The spirit of youth is almost present.
- Making games in a fun way
- Meeting people having the spirit of innovation
- Very grateful for the opportunity to connect with other cooperators
- I liked the facilitation such a warm experience

## BAD

- More active participation in teams
- No coffee
- No bathrooms in the space (it keeps people wandering around)
- Explorers management
- The management & coordination between the participants and the organizing team
- Difficult to communicate within the game team. It got exhausting at one point.
- We didn't play the games of other teams
- More learning activities for the facilitators
- The plenary hall talks were so anonymous and dull. There is no sign of ACTION.
- Isolated from the rest of the conference, not connected to other activities
- We didn't talk about our cooperatives or cooperativism. We spend a lot of time in design games (super cool) but without any focus on our role as cooperative members and workers.
- We didn't have the chance to learn about each other story and job. Proper networking to use in our daily life
- No proper instructions
- The agenda timings were not followed, stick to it.
- Trying to figure out most of it
- Not sure if these games had any action items but felt more like schoolwork



# POST MOTOROLA

## GOOD

- The organising team from the Basque Country was absolutely lovely. So much love, inspiration and caring energy we received.
- Very interactive.
- Brings out the hidden talent in a person. Good job!
- Screens, mics, and all the technical parts were good.
- Flexible time
- Diversity of the participants
- The energy we create together
- Inspiring young people
- The understanding between us
- Collaboration is present among the teams
- We were able to meet new friends.
- Expand our ideas in the coop identity and cooperatively solve issues.
- Spending time together with other fellow youth
- The spirit, efforts and idea of building games for better understanding the cooperative
- Good teamwork
- Templates, efforts to design all content graphics. It looks professional and also fun.
- Committed participants
- It has increased creativity
- Having a youth-based event at an institutional conference is very inspiring for the coop movement.
- Youth are game changers and now game makers.
- Learning the global practice of coop
- Focused approach is highly productive

## BAD

- Too difficult. More simpler for people to understand better
- Air pollution in the open space
- New materials, maybe was more sustainable to use reused materials
- More activity on day 1
- Timing
- Distractions: loud music, photographers, side talking
- It should be organized for more days
- We miss many parallel sessions
- Explorers: Not much show up. No good readaptation of the program
- I did not feel that the youth voices were presented or valued by the ICA
- We miss more local people
- We miss people from the conference
- Punctuality - Time management
- Too many photographers in the middle of the dynamics.
- Security was problematic every day: the closed doors set ridiculous rules, not people in...
- We had people who wanted to address "the youth" claiming they wanted to interact, but just wanted to speak.
- The session with Modi was too long
- We could have started earlier during the opening ceremony, avoiding Modi and other talks.
- It would have been nice to structurally incorporate some of the panels in the program too
- There wasn't space to test our games with the delegates

# POST MOTOROLA

## GOOD

- The facilitators' work was amazing
- Game testing was amazing
- The games were functional and triable
- Good initiative
- Having a Budget for facilitation implementation and designing was perfect
- Eye-opening experience

## BAD

- The venue was too big, the openness enabled chaos, Very isolated from the conference
- We weren't able to interact with other delegates because of the time and schedule changes
- Too many hours, from 9 to 21 was a lot.
- The facilitation of the games creation was not followed. Some facilitators were completely lost in the process.
- Mosquitos
- We need small rewards.
- Communication with the participants to ensure attendance in the coopathon
- We should have + more time to create and craft the game for a much better
- Delays in the schedule
- More time together
- Many mosquitos
- More active participation in teams
- No coffee
- No bathrooms in the space (it keeps people wandering around)
- Explorers management
- The management & coordination between the participants and the organizing team
- Difficult to communicate within the game team. It got exhausting at one point.
- We didn't play the games of other teams
- More learning activities for the facilitators
- The plenary hall talks were so anonymous and dull. There is no sign of ACTION.

# POST MOTOROLA

## LEARNT

- How to design a game
- Critical thinking, collaboration, problem-solving, interpersonal skills, communication, networking
- Coopathon shall be started as a college-level case competition
- Culture map in dynamics and dialogue
- About the concept of nonviolent communication
- Learnt a better efficient way to work on a team, how to communicate
- Learnt from each other's perspective, like listening to the suggestions of everyone
- We learnt that it is very important to listen to other people. His/her way of thinking could be different. We have to be more kind and wise if we want to build something together
- Collaborative decision-making in creation processes, like when crafting the game
- Networking well
- Learnt from different cultures, the different thoughts of different people to strengthen the cooperation between cooperatives
- Learnt more about coop and different cooperative movements around the world
- Eye-opening experience
- The importance of being open-minded, adaptable and collaborative, improves creativity.

## BAD

- Isolated from the rest of the conference, not connected to other activities
- We didn't talk about our cooperatives or cooperativism. We spend a lot of time in design games (super cool) but without any focus on our role as cooperative members and workers.
- We didn't have the chance to learn about each other story and job. Proper networking to use in our daily life
- No proper instructions
- The agenda timings were not followed, stick to it.
- Trying to figure out most of it
- Not sure if these games had any action items but felt more like schoolwork
- Too difficult. More simpler for people to understand better
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- I did not feel that the youth voices were presented or valued by the ICA

# POST MOTOROLA

## LEARNT

- People from different places/backgrounds than you can work together to balance different points of view - the group is so diverse that working together in such a short amount of time is a great challenge.
- I can be inspired by other young people
- The group exists and works without me dismantling it (foreo issue)
- Learning how things work in all these different cultures. Great energy from everyone
- How things work in all the different cultures - great energy from everyone
- How the spirit of cooperativism is strong all over the world
- Problems are everywhere, and solutions as well. Just cooperate
- How people are doing new successful cooperatives
- Young people know how to come up with solutions in a fun way
- Cooperative movement can also be spread through games
- The key to growth is cooperation
- We need to teach kids the value & coopathon
- To build things together
- The youth is the one who can build
- Different cooperative movements from different countries in the world

## CHANGE

- Rethinking the pre work
- The explorers were missing 100% of the time (except 4-5). How do we change this?
- Schedule & Timing was loose. How do we improve?
- Timekeeping
- More coffee
- Have a better-dedicated space for the teams, so there are fewer distractions while working on the idea.
- How do we generate more connections with the main program & interactions with other delegates?
- The duration of the event can be extended (coopathon)
- Coopathon can be introduced for an initial start in the coop movement for colleges
- Have more time for cross-games between teams. Every team plays games with other teams. And then to do resting of the games?
- Ice-breaking games to introduce participants to each other
- More information on how to design a game, basically more time to learn
- We probably had a short interval of time to brainstorm and could have a complete presentation but that is how we work under stress

## CHANGE

- Before assigning the task to build the teams please have a team building exercise for example; a treasure hunt, etc. so that team builds
- More levelled teams, more pre-work, more accountability
- Change the pattern for explorers & add something fun
- We need to spread awareness more
- Need to start this kind of dynamic in school
- There was a session in the plenary hall where youth inclusion was discussed but since we were in coopathon we could not attend, it would be great if coopathon participants were there to listen and discuss the conference – practice what we pitch. Why was the ICA event so formal and corporate? It should be about equality and participation of all.
- I will emphasize purpose-driven networking.
- Clear communication and instructions should be emailed beforehand
- Have a person of contact. Don't know who to contact for any questions
- Be more inclusive – felt there are groups
- Communicate to everyone in one channel
- The way of thinking
- Coopathon should be a parallel event with the main conference instead of bringing a solo side event.
- Can be more impactful and schedules

## CHANGE

- Shorter sessions
- Time-frame
- Other agendas
- More “free time”
- Have more space for the games
- More reliable materials for the games
- Time to go to the different conferences, without missing the coopathon
- Maybe the coopathon could stand one day before the conference and finish one day before the conference too, so we have time to participate in both
- Maybe it could include sessions in the plenary hall, especially the sessions related to youth in cooperatives
- More activities with the rest of the conference
- Have time to participate for a while in the main conference and have an idea of the world “out there”. We spent the whole first day at the conference but it was a waste of time since it was only old men greeting each other and giving gifts and compliments to each other with nothing to take with us.
- More young people talking in the panels.









**ICA** GLOBAL  
COOPERATIVE  
CONFERENCE

COOPERATIVES BUILD PROSPERITY FOR ALL  
25 - 30 November, 2024, Bharat Mandapam, New Delhi, India

# COOPATHON

## REPORT 2024



#coops4dev



International  
Cooperative  
Alliance



Co-funded  
by the  
European Union