

EKS PROJECT NEWSLETTER



ENTREPRENEURSHIP THE KEY TO SUCCESS

APRIL'S NEWSLETTER

PG. 2

Progress and Objectives

PG. 3

GAME SCENARIOS

PG. 4

DIDACTIC HANDBOOK

PG. 5

Project Partners



Co-funded by the
Erasmus+ Programme
of the European Union



PROGRESS

After the kick-off meeting of “Entrepreneurship is the Key to Success (EKS)” project in Odense, Denmark last year between 26th and 27th of November all partners have contributed for conducting national surveys. National reports have been issued, mainly focusing on determining the mindset and required skills for encouraging successful entrepreneurship in all partner countries and finding the right set of developing business-oriented decision-making competences among young people and NEETs.

Despite the difficult times due to the COVID-19 quarantine across the world, EKS project is running at full speed by issuing the final compiled EKS Report based on all partners’ National reports. Furthermore, difficult times such as the current crisis create business opportunities for young entrepreneurs. At this stage of the project’s progress EKS game scenarios are under development

OBJECTIVES

The project’s aim is to develop relevant and high-quality skills and to support young adults (especially NEETs in ages between 20-24) in acquiring entrepreneurial competences to build entrepreneurial mind-set with special focus on developing skills needed for the future entrepreneurs that will be inevitable for tomorrow’s jobs but are not considered crucial for the jobs today.

This aim will be achieved through:

- Research of detailed characteristics of training needs of young adults and skills needed for the future in area of entrepreneurship (complex problem solving, critical thinking, creativity, people management and coordination with others).
- Creation of a simulation game that allow to work innovatively on those 5 skills, in order to foster people’s participation in the labor market and make them play an active role in society and achieve personal fulfilment.
- Creation of didactic handbook for using the game.
- Wide dissemination and exploitation.





GAME SCENARIOS

Five partners are responsible for the creation of EKS game scenarios, but all partners will contribute, during the development process. At the end of each level, the game will produce a report for the user, specifying how he/she used the required skills to go to the further level and how it could be exercised and improved. While the exact details of scenarios are under development, they will cover the future skills that make up the entrepreneurial mind-set: complex problem solving, critical thinking, creativity, people management and coordination with other stakeholders.

Furthermore, during the next stage of the project all partners will be closely working with the IT team in order to assure smooth development of the game and the feasibility of the scenarios at technical level. The simulation game will utilize a hierarchical, decision-based flow that user will be able to follow. Every single decision taken by the user will affect the further advancement of next actions, display of needed pieces of theory, etc. The game will also be optimized for mobile devices (tablets), in order to have a greater diffusion.

“Great idea. I think the game is what future entrepreneurs could really learn from and try out their skills” -
survey respondent

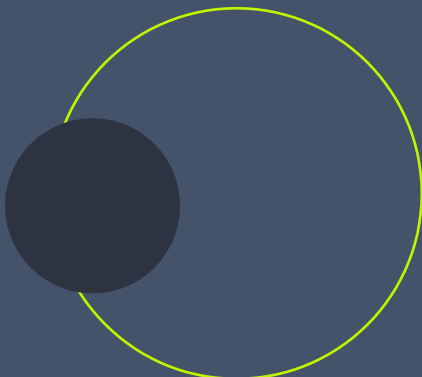


DIDACTIC HANDBOOK

When the creation of the game will be close to the finish line, partners will start development of a didactic handbook. The works will be led by BrainLog team who have experience within training materials creation. All partners will take part in the development process of the handbook - each responsible for a specific part.

Then the handbook will be released among adult educators together with the piloting of the game. The game will be testing will take place in all partners' countries in order to collect feedback and realize the final versions. FYG will produce guidelines to be followed during the piloting by all partners. After the completing of this phase, all the partners will analyze the results of the piloting and the feedback received from the users and decide together the adjustments and the improvements needed. CWEP will then complete the final version of EKS game and BrainLog will finalize the handbook.

Throughout the duration of the project, partners will keep disseminating its concept, progress. Furthermore, the partnership consortium will disseminate all project's outcomes by engaging as many stakeholders, as possible.





PROJECT PARTNERS

BrainLog (Denmark)

www.brainlog-ngo.com

FYG CONSULTORES (Spain)

www.fygconsultores.com

KNOW AND CAN ASSOCIATION (Bulgaria)

<http://knowandcan.com/>

CWEP (Poland)

www.cwep.eu

E&D KNOWLEDGE CONSULTING (Portugal)

www.ed-knowledgeconsulting.com

KAINOTOMIA & SIA EE (Greece)

www.kainotomia.com.gr

CSI CENTER FOR SOCIAL INNOVATION (Cyprus)

www.csicy.com

LABC S.R.L. (Italy)

www.labcentro.it

Follow us on:



Official website:

www.eks.erasmus.site