# **ENTREPENEURSHIP**

THE KEY TO SUCCESS

E- GAME THAT CAN REPRODUCE

IN WHICH THE PLAYERS CAN USE AND IMPROVE THEIR SKILLS.

THE SCENARIOS WILL BE THE RESULT OF A RESEARCH CONDUCTED BY EXPERTS IN THE FIELD OF

COUNSELLING, VOCATIONAL

WILL PRODUCE

A REPORT WITH THE RIGHT

AND WRONG MOVES

AND HOW TO IMPLEMENT

THE SUGGESTIONS IN REAL LIFE.

THE GAME'S ENVIRONMENT WILL ENSURE THAT THE PLAYER FEEL FREE TO ACT AND PUT INTO



WORKING ON PEOPLE'S ACTIVE

PARTICIPATION

IN THEIR LIFE AND STRENGTHEN THEIR ABILITY TO START NEW BUSINESS.

#### IOIN EKS

TO DEVELOP RELEVANT AND HIGH-QUALITY ENTREPRENEURIAL COMPETENCES WITH SPECIAL ATTENTION ON DEVELOPING SKILLS WHICH ARE CRUCIAL FOR THE ENTREPRENEURS OF TOMORROW:

- COMPLEX PROBLEM SOLVING,
- CRITICAL THINKING,
- CREATIVITY,
- PEOPLE MANAGEMENT,
- COLLABORATION,
- NETWORKING.

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ENTREPRENEURSHIP IS THE KEY TO SUCCESS













WORK,

SOCIETY,

POLITICS

FIELDS OF A













# **ENTREPENEURSHIP**

BEING A PROACTIVE CITIZEN AND CONSEQUENTLY COPE VITH THE SOCIO-ECONOMIC CHALLENGES THAT EUROPE IS FACING NOWADAYS.

THE PROCESS OF STARTING A BUSINESS AND AN ACTIVE ATTITUDE TOWARDS WORK, SOCIETY, POLITICS, AND ALL THE OTHER FIELDS OF A CITIZEN LIFE.

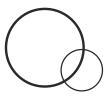
COMPLEX COMPETENCES MADE OF DIFFERENT SKILLS SUCH AS: ANALYTICAL, PLANNING, PROBLEM SOLVING, LEADERSHIP/HUMAN RESOURCES, CREATIVE THINKING.



# **ENTREPRENEURSHIP**

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## **ENTREPRENEURSHIP**

THE KEY TO SUCCESS

ENTREPRENEURSHIP VIRTUAL E-GAME

ICT TECHNOLOGIES

ENTREPRENEURIAL TRAINING

**DIGITAL COMPETENCES** 

OPEN AND DISTANCE LEARNING

### **OUR GOAL IS:**

TO FRAME ENTREPRENEURIAL MIND-SET AMONG YOUNG PEOPLE WITH SPECIAL FOCUS ON DEVELOPING THE SKILLS NEEDED BY THE ENTREPRENEURS OF TOMORROW.

#### **OUR MISSION IS:**

DETAILED RESEARCH ABOUT THE
CHARACTERISTICS OF NEEDED TRAINING
METHODS WITH THE PURPOSE OF
DEVELOPING SKILLS IN THE SPHERE OF
ENTREPRENEURSHIP SUCH AS COMPLEX
PROBLEM SOLVING, CRITICAL THINKING,
CREATIVITY, PEOPLE MANAGEMENT AND
COORDINATION WITH OTHERS.

CREATION OF A SIMULATION GAME THAT REQUIRES WORKING INNOVATIVELY ON ENTREPRENEURSHIP SKILLS, WITH THE PURPOSE OF ADAPTING THE PLAYERS TO THE LABOUR MARKET AND TO ACHIEVE PERSONAL FULFILMENT.

CREATION OF A DIDACTIC HANDBOOK WITH THE FUNCTIONALITY OF GUIDING THE PARTICIPANTS THROUGH THE GAME AND THE ENTREPRENEURSHIP WORLD.

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