

ENTREPRENEURSHIP

THE KEY TO SUCCESS

E- GAME THAT CAN
REPRODUCE
VIRTUAL, PLAUSIBLE, OR
HYPOTHETICAL SITUATIONS
IN WHICH THE PLAYERS CAN
USE AND IMPROVE THEIR
SKILLS.

THE GAME'S
ENVIRONMENT WILL
ENSURE THAT THE
PLAYER FEEL FREE TO
ACT AND PUT INTO
PRACTICE HIS/HER
OWN ABILITIES.

THE SCENARIOS WILL BE
THE RESULT OF A RESEARCH
CONDUCTED BY EXPERTS IN
THE FIELD OF
PSYCHOLOGY,
COUNSELLING, VOCATIONAL
GUIDANCE AND COACHING.



WORKING ON
PEOPLE'S ACTIVE
PARTICIPATION
IN THEIR LIFE AND
STRENGTHEN THEIR ABILITY
TO START NEW BUSINESS.

JOIN 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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Edukacji
i Przedsiębiorczości



ENTREPRENEURSHIP

IS

BEING A PROACTIVE CITIZEN AND CONSEQUENTLY COPE
WITH 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 ...



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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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ENTREPRENEURSHIP VIRTUAL E-GAME

ICT TECHNOLOGIES

ENTREPRENEURIAL TRAINING

DIGITAL COMPETENCES

OPEN AND DISTANCE LEARNING



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