# E-Growth Project 2nd Newsletter

December 2021

The E-growth project has evolved since that last newsletter, and during that time, the project partners were working on three important modules that will be developed in this project. These modules share a common purpose: helping young entrepreneurs find their way around the complicated universe of entrepreneurship. Being an entrepreneur requires different skills in different fields of entrepreneurship. There are, however, some skills and knowledge that are common and essential for any entrepreneur. Project E-growth aims to provide the necessary basics and extra valuable tips to help young entrepreneurs understand the pitfalls of doing business and help VET teachers/trainers deliver a better training experience. Here is a closer look at the outputs that the project team has created:

Learning journeys

A learning journey is a way of getting experience in a chosen field through different channels and learning methods. In this project, we have developed seven learning journeys related to Technology-enhanced learning. Each learning journey explains key terms, tools, and methodologies. There are practical "how-to" checklists and guides and specific examples of digital tools in some of the learning journeys. The last learning journey is designed to help the learner plan and implement his own technology-enhanced learning strategy. The individual learning journeys discuss the topics such as Serious games, E-portfolios, Virtual learning environments, Digital learning tools, and Social media. You can download the learning journeys from our website!

Business Growth Toolkit
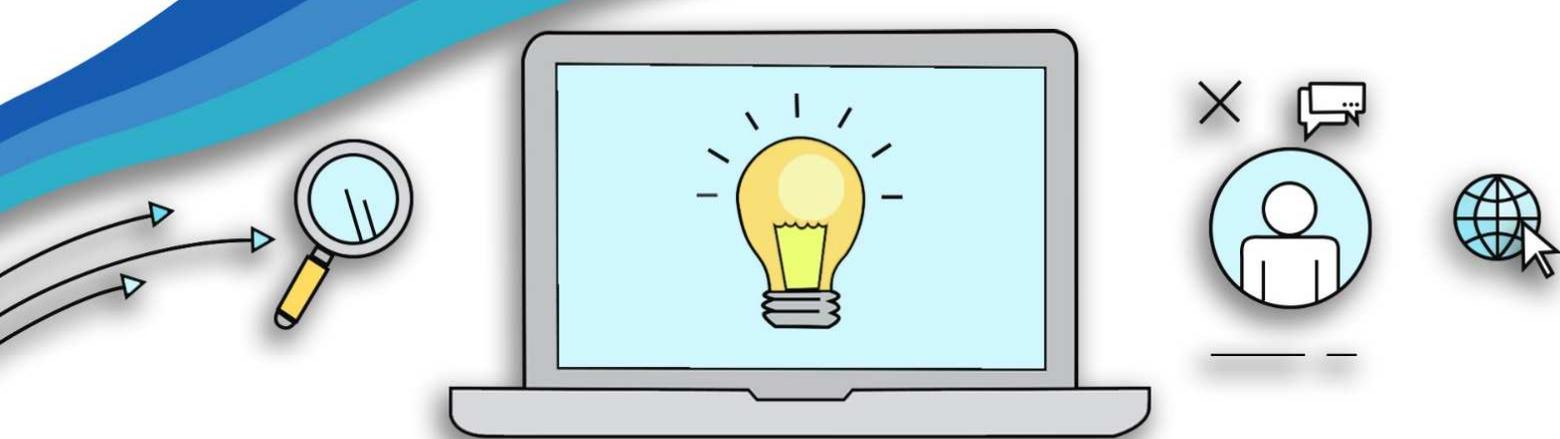
Business Growth Toolkit

There are common aspects of entrepreneurship that an entrepreneur should be aware of. Such aspects involve Business planning, Marketing and Sales, Financial planning, and Human resource management. These terms cover a large spectrum of information, and each of them is a field on its own, studied by individual experts. But do you have to know every detail from all areas of entrepreneurship? Of course, nobody expects a young entrepreneur to have absolute knowledge of his job. One improves the understanding by studying the problems and getting the life-long experience. Is getting all that knowledge tedious and painful? Not with our Business Growth Toolkit!

Our toolkit shows learners the excellent starting point for the crucial aspects of entrepreneurship. Rather than vast amounts of text, we bring the learners concise form of the documents, accompanied by schematics and valuable tools.

Business simulation PROSPER

The paramount output of the E-growth project is the business simulation that will take the learner on a short mission of having his virtual business. You will become an owner of a new wine bar, and from the very beginning, you will have to start making decisions that will influence the future development of your business. How many personnel will be needed? How must the wages be set? Should you get a loan to expand quicker? And what will be the cost of your wine? Do you have enough wine in stock, or isn't it too much? Many factors can influence your business' stability, and a wrong decision at one point can cause a lot of trouble in the future. Learn and understand how to be the entrepreneur doing a profitable business! Our business simulation will lead the player through several business cycles while making decisions. Will you pass the game successfully? You will be able to try it on your own in spring 2022!

PROSPER – Spearheading Growth

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