

3E-LEARNING



ENTREPRENEURIAL E-LEARNING EXPERIENCE FOR TRAINING SECONDARY SCHOOLS STUDENTS

250M €
PROJECT BUDGET

24 MONTHS
PROJECT DURATION

3E-LEARNING addresses a new practical training experience to increase competences and skills in entrepreneurship and management, focusing on digital entrepreneurship. The project is tailored to secondary schools, targeting 14-19 years old students. The training tool will be a Business Game (an electronic game), which will create a virtual competitive experience.

The 3E-LEARNING Business Game will allow students to practice different aspects related to the world of entrepreneurship, namely:

- Knowing how to read the market;
- Knowing how to make decisions;
- Knowing how to explore opportunities and create innovative solutions.



UNIVERSITÀ
DEGLI STUDI
DI UDINE
hic sunt futura

THE
BUSINESS
game



CPU
Center za poslovno
usposabljanje

Gospodarska
zbornica
Slovenije



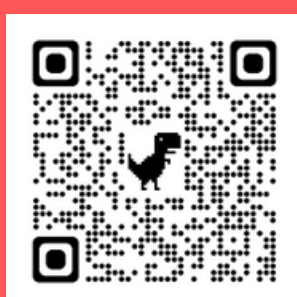
REDE DE COMPETÊNCIAS
PARA O DESENVOLVIMENTO
E A INOVAÇÃO

ZDZ

ZAKŁAD
DOSKONALENIA
ZAWODOWEGO
w KIELCACH

ISTEK
OKULLARI

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