



DIGITAL ENTREPRENEURSHIP FOR YOUTH


2nd Newsletter

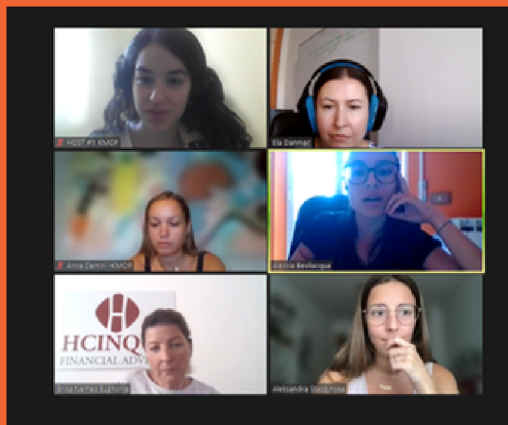


New updates from the **GameON** world!

During these months, we **met** and **worked** on what will be the final results of the project:

 **Simulation Game for Digital Entrepreneurship**, fully interactive and focused on promoting entrepreneurship and digital business

 **Digital Entrepreneurship Guidelines**, with relevant information and explanations on all the concepts and tools users need to become digital entrepreneurs.





The fully interactive Simulation Game will offer **4 different scenarios** ready to use by young people with three different levels of complexity each!

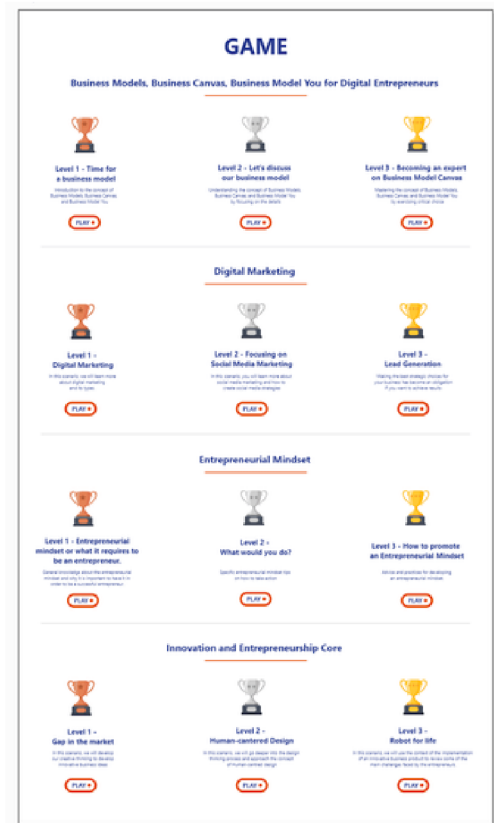


Each scenario will focus on **extending a particular skill** and, in addition to **accomplishing various tasks** in the game, there will also be **theoretical content** provided in an "hidden" way, so that in case users do not know something, they will be able to look it up within the game.

The 4 scenarios will be:

- **Business Models, Business Canvas, Business Model You for Digital Entrepreneurs**
- **Digital Marketing**
- **Entrepreneurial Mindset**
- **Innovation and Entrepreneurship Core.**

The Simulation Game will not only enable users to deepen all this specific knowledge but also to develop other skills, such as **complex problem solving, critical thinking, people management and coordination with others.**



Stay tuned for future updates on the **GameON** project!



 [@erasmusGameON](https://www.facebook.com/erasmusGameON)



[CLICK HERE FOR MORE!](#)