



# DIGITAL ENTREPRENEURSHIP FOR YOUTH

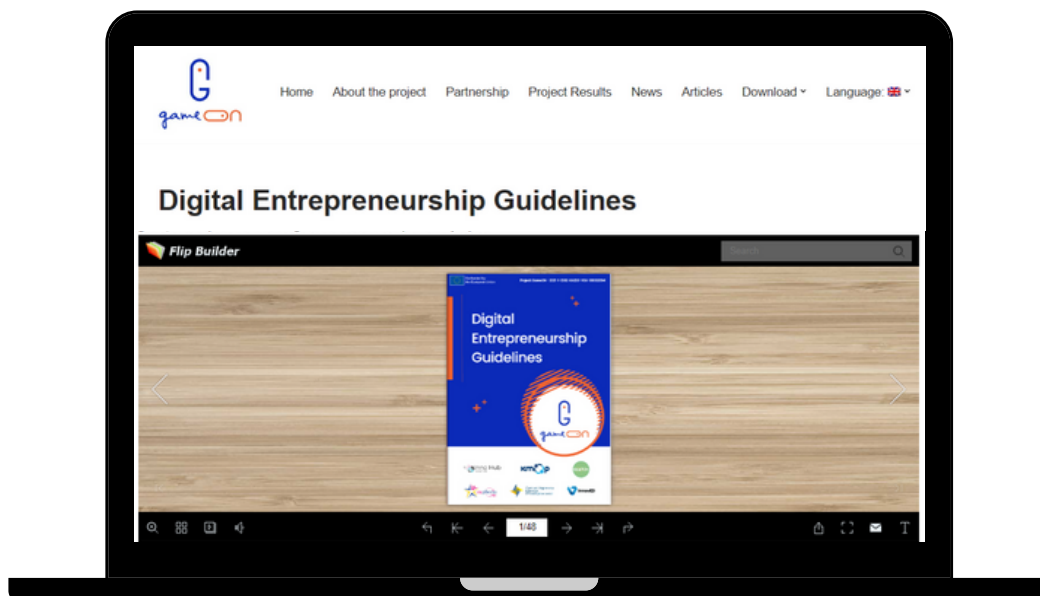
4th Newsletter

## Last updates from the GameON world!

We are thrilled to announce that the **second result** of the project is now **available** on the **GameON** website:



the **Digital Entrepreneurship Guidelines** (available in English, Greek, Italian, Polish, and Spanish)!





Let's see a **small spoiler on the table of contents:**

In these Guidelines, you will find **concepts and definitions**, many **useful tools and resources**, **case studies** and **best practices** you need to know to become a digital entrepreneur.

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It has been an intense two years of activities and now our project is coming to an end. All **GameON** project partners **warmly thank you** for following the project and its results during these months!



*Thank you!*



@erasmusGameON



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