



ENTREPRENEURIAL E-LEARNING EXPERIENCE FOR TRAINING SECONDARY SCHOOL'S STUDENTS



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DO YOU WANT TO PLAY WHILE LEARNING?



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@PROJECT3EARNING



THE BUSINESS GAME

3E-LEARNING business game allows students to actively experience **three different aspects** related to the world of entrepreneurship



3 GOOD REASONS TO PLAY!

01 Real-World Business Simulation: Playing the business game allows you to immerse yourself in a realistic business simulation.

02 Strategic Decision-Making: The game provides a platform to hone your strategic thinking abilities.

03 Collaborative Learning: The business game often involves collaboration, fostering teamwork and communication skills.



3E-LEARNING PROJECT

The 3E-LEARNING project purpose is to address the digital transformation, promoting a gamified educational path in secondary schools, aiming to develop and transfer to students strategic competences – digital entrepreneurship and management – and transversal competences – readiness, flexibility, proactivity.



Knowing how to read the market

To enter a market, it is important to first know its characteristics and the companies that are already part of it.



Knowing how to make decisions

Having a business idea is not enough, it is also necessary to make the right decisions to lead the company to success



Knowing how to seize opportunities and innovations

The importance of continually innovating, seizing new opportunities and applying them in the best way