



react

Reinforcing Entrepreneurship in Adults through Communication Technologies

PROJECT PRESENTATION

REACT is a European project launched within the framework of Erasmus+ programme dealing with adult education. During the two years project -from September 2017 to August 2019 - the consortium of 5 partners from 4 European Union countries (France, Netherlands, Italy and Finland) worked together to enhance entrepreneurship skills amongst disadvantaged adult. To do so, they developed innovative strategies and methods to be used by teachers, trainers or educators working on social inclusion.

The innovative aspect of the project was to use gamification and peer learning as educational methods to develop the entrepreneurial capability and skills. This is why, after analyzing the best projects and tools about entrepreneurship in order to define a new methodology to develop entrepreneurship competence among adults, partners tested the innovative tools and practical methods that support adults to improve their entrepreneurial skills.

FINAL STERING COMMITTEE MEETING

During the fifth steering committee meeting in July 2019, the project partners worked on the finalization of REACT e-learning platform with a focus on the REACT game.

REACT e-learning platform <https://www.reactproject.online> had three key purposes:

- partner site which helped project consortium managing documents, reporting and communication;
- information resource for target groups;
- online learning environment and Entrepreneurship game (REACT Game).

REACT Game <https://www.reactproject.online/en/learn/>:

The REACT project explored the use of gamification as a way to make learning about entrepreneurship more interesting.

Therefore, REACT Game, contains a number of small learning resources that deal with (i) entrepreneurship, (ii) the learner's competences related to the subject, and (iii) linked resources that showcase different ways for online learning and self-assessment.

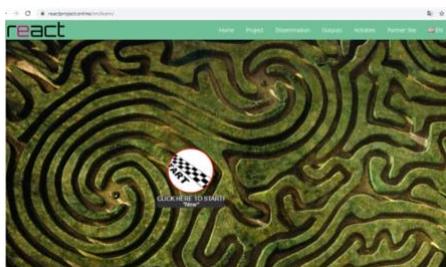
REACT Game integrates the European Entrepreneurship Competence Framework (*EntreComp*) consisting of 3 competence areas, 15 competences, 8-level progression model and 442 learning outcomes.

The Skill threads and levels matching the skills and competences that the player addresses and gains in each course are linked. Together they form an introductory course to Entrepreneurship.

FOR MORE INFORMATION ABOUT THE PROJECT:

Join us on FACEBOOK: "REACT - Reinforcing Entrepreneurship in Adults".

Come and visit our project results: www.reactproject.online.



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