

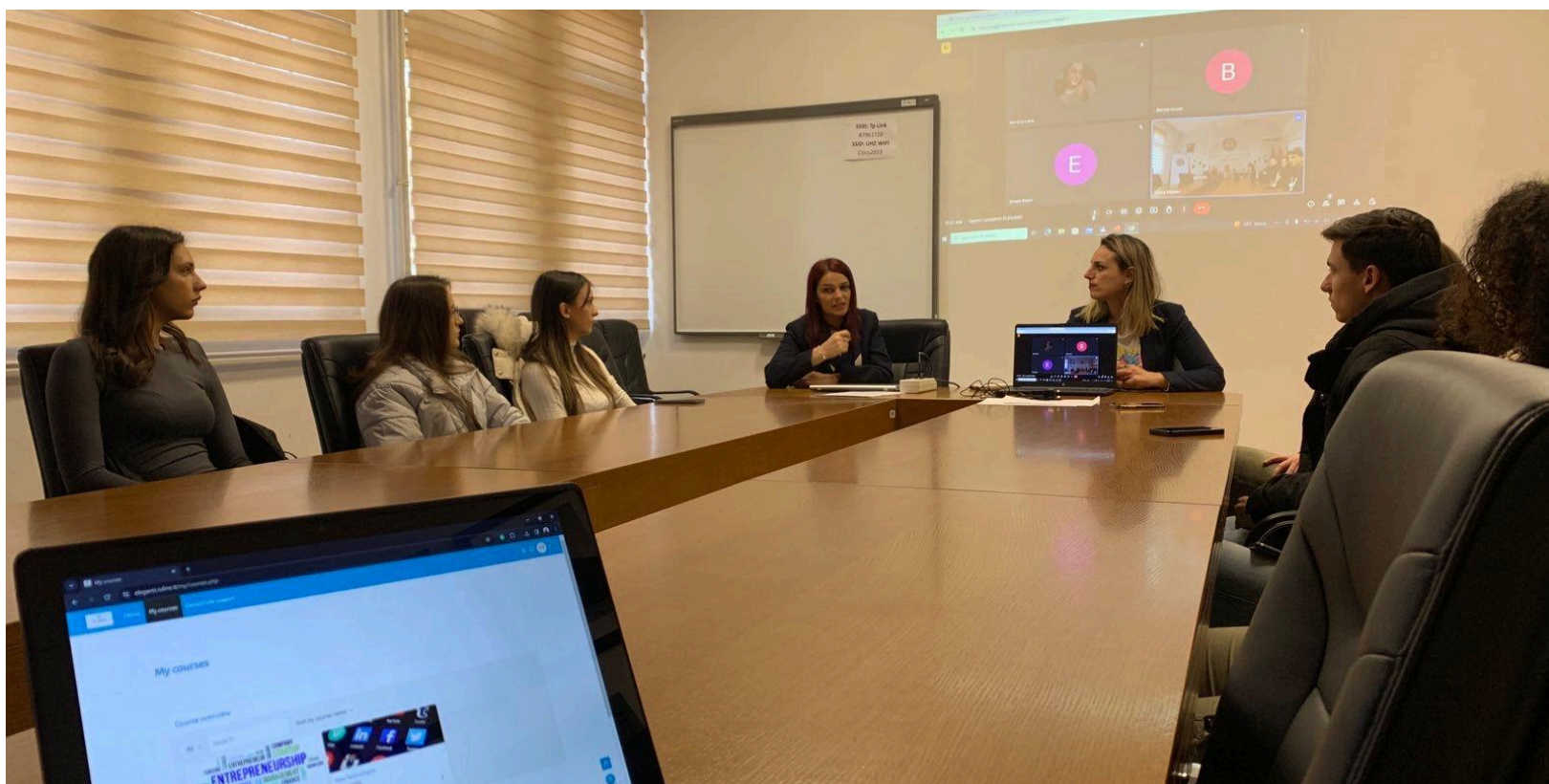


*E.Le.G.A.N.T.S.*

EMPOWER, TRANSFORM, THRIVE

# E-Learning Gamified and Networked Training for Startupper

Brochure





## ABOUT E-le.G.A.N.T.S. Project

E-le.G.A.N.T.S. Project empowers Higher Education Institutions (HEIs) in Western Balkan countries, Albania, Montenegro and Kosovo, for social and economic development, enhancing their ability to connect academia, culture, art, research, and the labor market to support their students. The overall objective of the project is to increase the innovation capacity of students trained in HEIs working in the area of culture and arts, in designing and implementing sustainable enterprises and circular economy by enhancing teaching skills,

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strengthening digital, green and entrepreneurial skills. Also, to establish new skills, concerning technological knowledge, training tools, knowledge sharing, networking, performing art and the ability to translate them into job opportunities. All this in line with the implementation of the European strategic cooperation in the field of education and training, allowing the HEIs

entrepreneurial skills. Also, to



involved to increase the quality and relevance of their activities, to develop and strengthen their partner networks, to increase their capacity to operate jointly at transnational level by favoring the internationalization of activities, exchanging and developing new practices and methods as well as sharing and comparing ideas.

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The specific objectives of the project concern the role of HEIs in the partner countries for economic and social development and their specific capacities to link the academic world of culture and art, research activities to the labor market and civil society. The project focuses on three key

aspects:

Develop digital readiness in partners' HEIs restructuring training models and contents.

To prepare HEIs students in order to enhance in a more effective way their (self) employability and the capacity to access the Creative Economy.

Develop skills to tackle future employment perspectives and build international aggregated answer through a digital transformation, that, by definition, is borderless and asks to work globally

The main outputs that project is committed to produce are:

- Online trained course and implemented toolkit
- Set up an LMS (MOOC) Platform and produced Learning objects
- Organized StartCup



The project, in line with the Erasmus+ programme, the key supporting component of the European Digital Education Action Plan 2021-2027.

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## THE CONSORTIUM



The consortium is composed of 9 partners coming from 6 different countries (Italy, Greece, Slovenia, Albania, Montenegro, Kosovo), namely:

1. Italian University Line (IUL), Italy
2. School of Advanced Social Studies (SASS), Slovenia
3. Ionian University (IU), Greece
4. The Universiteti i Arteve (UART), Albania
5. University of Shkodra “Luigj Gurakuqi” (UNISHK), Albania
6. University "Haxhi Zeka" (UGHZ), Kosovo
7. University for Business and Technology (UBT), Kosovo
8. University "Mediterranean" (UNIMED), Montenegro
9. University of Montenegro (UOM), Montenegro



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## THE E-le.G.A.N.T.S. ONLINE COURSE

The course aims to enhance hard and soft digital skills, entrepreneurship and innovativeness, enabling participants to develop better and more effective project ideas to be presented in a StartCup, a competition aimed at spreading entrepreneurial culture. The call for ideas will aim to select the best project ideas.

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**Complementing the course will be a Startcup, a competition aimed at spreading the entrepreneurial culture supporting the birth and development of high-impact business enterprises to promote the economic development of the territory. The best business ideas will receive an online mentorship and services supporting the development of the project's Business Plan.**

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The Programme is articulated in 3 Courses:

### **1. Economy and Entrepreneurship**

Module 1: Introduction to Economics and Entrepreneurship

Module 2: From Idea to Enterprise

Module 3: Business Plan

Module 4: Business Model Canvas

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Module 6: Growth Strategies and Scalability

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Module 7: Legal and Regulatory Aspects

Module 8: Leadership and Team Management

Module 9: Sustainability and Social Responsibility

Module 10: Conclusions and Future Perspectives

## **2. New Technologies**

Module 1: Introduction to Technological Studies

Module 2: New IT Solutions

Module 3: Augmented Reality (AR)

Module 4: Virtual Reality (VR)

Module 5: Machine Learning (ML)

Module 6: Blockchain

Module 7: Generative Artificial Intelligence

Module 8: Ethics and Responsibility in the Technological World

Module 9: The Innovative Encounter between New Technologies and Performing Arts

## **3. New Methodologies**

Module 1: Introduction to New Methodologies

Module 2: Gamification

Module 3: Storytelling Techniques

Module 4: Design Thinking

Module 5: Learning by Doing Module

Module 6: Flipped Classroom

Module 7: Agile methodologies

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Module 8: Innovative Approaches to Teaching

Module 9: Reflections and Discussions

Each course is made up of 10 modules consisting of 4 video lessons and one handout each.

Please note that in order to move on to the next lesson, you must have completed watching the previous one.

Complementing the course will be a Startcup, a competition aimed at spreading the entrepreneurial culture supporting the birth and development of high-impact business enterprises to promote the economic development of the territory. The best business ideas will receive an online mentorship and services supporting the development of the project's Business Plan.

**What are you waiting for?**

**Scan the Qr code and start the course now and create your idea so you can be selected for the Starcup:**



To whom the E-le.G.A.N.T.S. on Line Course is addressed:

- Higher Education Institutions and organizations
- Higher Education Institutions Teachers
- Higher Education Institutions Students
- Small and medium-sized enterprises and Start-ups
- Technology Providers

Based in a non E.U. Balkan Country

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## ABOUT THE “STARTCUP”

The E-le.G.A.N.T.S. “StartCup” is a competition aimed at spreading the entrepreneurial culture. The call for ideas, exploiting the principles of gamification with elements borrowed from game design techniques, will enhance involvement during the learning process as well as promote interpersonal skills and will aim to select the best design ideas.

In order to participate in the E-le.G.A.N.T.S. “StartCup”, you must have completed the E-le.G.A.N.T.S. online Course first.



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## FIND MORE ABOUT THE E-le.G.A.N.T.S. PROJECT

Website:

<https://elegantsproject.eu/>

Facebook:

<https://www.facebook.com/people/E-Le-G-A-N-T-S/61555799229025/>

Linkedin:

<https://www.linkedin.com/company/elegants-project/about/?viewAsMember=true>

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