

What is entrepreneurship?

INNOVET BUSINESS LAB E-COURSE

WHAT YOU WILL LEARN FROM THIS 6 MODULE COURSE:

- ✓ How to improve entrepreneurial skills through practical mock company exercises, where you will learn theoretical concepts through games.
- ✓ How to set strategic objectives for the next few years and how to manage the resources needed for the project.
- ✓ How to build a business plan, what it should contain and how it should be promoted.



OUR MISSION

The INNOVET ecosystem aims at supporting VET providers deliver attractive online learning experiences with the use of gamification.

All courses include games and gamification elements that can be used by teachers and facilitators for their classes. You can also find other INNOVET courses in the areas of communication, advocacy and environmentalism.



BOOK

Module 1. Lessons and Games

Follow the QR code

Self enrol

Go through the modules

Answer the quiz and give feedback

Download your certificate



Scan the QR or visit [our platform](#)

During the course you will access creative game platforms for e-learning. These games have been designed by the project partners together with VET teachers to help you acquire entrepreneurship skills. We recommend you to incorporate new methods and techniques learned here in your future courses.

We wish you happy learning and don't forget to give us feedback and download your certificate!



BEST PRACTICES

Are you a VET teacher looking for best practices in gamification?

Try the [e-Course for teachers](#) where you will find step-by-step video guides on online lesson gamification and interviews with VET teachers using games in the classroom.

As part of the INNOVET project we have developed for you the textbook [Game-Based Learning: Innovative e-learning pedagogies for VET educators](#) in which you will find an analysis of the needs in VET education, 20 best practices in gamification and analyses based on focus groups organised by partners.

