

## Newsletter 1 February 2022

## Our first Intellectual Output is ready!

Mobile report about crafts entrepreneurship teaching and crafts entrepreneurial skills demand according to representatives from the sector.



Mobile report has a form of interactive resource which will allow for searching and filtering the answers using various criteria (e.g., the user will be able to choose the skill and based on that the methods developing this skill will be presented or search the skills that are the most demanded on the market by the craft entrepreneurs, etc) and will reveal the most needed skills. In addition, it will include tips for self-development for educators and learners.

Start date: 01/09/2020

End date: 21/10/2022

Find more information about the project:



https://startcraft.erasmus.site/

The report includes results of two parallel studies:

Questionnaire research were done by partners among VET and C-VET educators, especially from crafts and business fields.

This part of research will show current methods and approaches as well as the main skills being taught and developed.

•<u>Focus groups</u> and interviews were implemented by partners among craft businesses.

The Mobile Report will identify what it really takes, what skills and attitudes are needed to be successful craft entrepreneur in today's highly turbulent environment.

Available also as mobile app for quick reference from any place via the phone.



The package will be a collection of tools regarding the main entrepreneurial and soft skills needed by the craft entrepreneurs as identified in the IO1: Mobile Report. It will be addressed to the final beneficiaries of the project: crafts VET learners and craft new entrepreneurs. In order to make it a self-understanding set, the package will have a section for the methodology and structure of contents and will be developed on a Moodle open learning environment.

## Partnership

















