Projects and Products Portal
for Leonardo da Vinci

I can.. I can't.. I go! Rev.2 (PNPV2)

2011-1-IT1-LEO05-01928

http://www.adam-europe.eu/adam/project/view.htm?prj=9150

Project Information

Title: I can.. I can't.. I go! Rev.2 (PNPV2)

Project Number: 2011-1-IT1-LEO05-01928

Year: 2011

Project Type: Transfer of Innovation

Status: completed

Country: IT-Italy

Marketing Text: PNPV2 project aimed to create a new training model for the acquisition of knowledge and entrepreneurial skills for VET students by promoting an active network between businesses,education and vocational training providers, and research institutions.The PNPV model has been tailored on the basis of the work based learning framework and developed a new curriculum integrating activities in classroom and activities in a simulated tourist market through the use of the PNPVillage web based game (serious game).
According to the WBL,the PNPV2 model promotes an immersive and experiential learning path:the PNPVillage offered students the learning opportunity to acquire skills and competence of “doing business” like in a real workplace;the learning goal was to improve students awareness and abilities in the management of a tourist village.The PNPV2 design methodology allowed to achieve the right balance between the realism of a simulated system and the teaching and learning effectiveness.

Summary: The project I can..I can't..I go!Rev.2(PNPV2) aimed at introducing and fostering the entrepreneurial mindsets among youths, encouraging the cooperation between VET system,business world and research institutions.PNPV2 partnership has developed a training model for the implementation of the entrepreneurial key competences in VET system. This model was based on the adaptation, methodological and technological, of the results of two projects “I can.I cannot.I go!” and “Young Entrepreneur”.The project products subjects of transfer action were:
•a Self-evaluation IT tool called “I can . I cannot . I go!” targeted to support guidance paths for an informed and aware entrepreneurial choice.
•a training e-learning methodology and training modules aimed to enhance entrepreneurial knowledge and competences.
The partnership was made up of 7 organizations, coming from 4 EU countries: Italy, Finland, Slovenia and Spain.The main target group has been the vocational and technical secondary schools but the PNPV2 model has been also tested with young people with an entrepreneurial idea.The model, according to the WBL guideline, provided an educational path alternating:
•classroom activities centered on the use of a serious game, focusing on the development of soft skills for an "entrepreneurial mindset”
•online learning activities, allowing students to explore the business concepts presented during the classroom activities.
The students have been engaged in an educational path having the opportunity to examine in depth the entrepreneurial concepts introduced during the classroom lessons by supplied to access to educational resources through a learning management system. In order to create a path with incremental difficulty, the number and complexity of the entrepreneurial concepts and the activities linked game increase during the learning process. The online activities are carried out by using a platform for e-learning through which students can access the course materials and in-depth classroom activities have been based on the use of a Serious Game, PNPVillage, whose objective is to manage all aspects of a tourist resort. Students worked in groups to stimulate collaborative and cooperative learning, moreover each group competed in a single simulated market to stimulate competitiveness.The experimentation of the model has involved more than 200 students aged between 17 - 20 years old in a trial that has provided more than 2,000 hours of classroom activities.

Description: The project has been realized through eight work packages (WP).
WP1: MANAGEMENT
The management was a transversal activity to guarantee the effective progress of the project. The coordination group was responsible for financial coordination and it

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works in close contact with the partners in order to enable an efficient financial management.
WP2: CONDITIONS SET UP FOR TRASFERING
The aim of this WP was the creation of transfer conditions of the two project products “I can...I cannot...I go!” and “Young Entrepreneur”. The activities of this WP were: analysis of the documents and translation of the two transfer products in English; Elaboration of a Common Action Plan review about the local actions and stakeholders engagement;
WP3: ADAPTATION
The adaptation activity included the following actions:
• Peer-review of the training modules and the guidance path of the “Young Entrepreneur” project;
• implementation of modules/contents about cooperatives and other subjects targeted to the specific contexts of partners’ organizations;
• the methodological adaptation of the project PNPV.
• the design and implementation of a Serious Game PNPVillage that allowed to transfer the learning content through a playful approach;
All the documents and tools have been translated in English and in all national languages of the partnership.
During this WP the partners have created the National Laboratories (panel of educators/ counselors/mentors) to adapt the tools for the national testing.
WP4: TESTING
The activities of this WP concerned the election in each country of the target groups to engage in the testing: students, trainers/coaches/counselors. Before the testing phase the partners institutions organized short training action targeted to trainers (two meetings) focus on their roles during the testing: trainers are asked to coach and support students during the self-evaluation guidance model and during the e-learning path.
In each partner country the partnership arranged testing of the guidance tool and the training modules
In Italy: in Palermo the targets of the transfer action have been teachers/students of VET Schools; in Rome the targets of the transfer action have been migrant young students of the 1° CTP (Permanent Territorial Centre). In Finland, the targets of the transfer action have been students of the Training and Educational Centre OMNIA.
In Spain, the targets of the transfer action have been students of IES MURILLO and IES FEDERICO MAYOR ZARAGOZA VET schools.
In Slovenia, the targets of the transfer action have been students coming from the training and educational centre of the regional network of Regijska razvojna agencija severne Primorske d.o.o. Nova Gorica.
The students were engaged in an educational path, lasted about 2 months and consisted of 8 two hour meetings that took place once a week. In the week between two consecutive meetings, the students have had the opportunity to examine in depth the entrepreneurial concepts introduced in the classroom by accessing educational resources through a learning management system.
WP5: FINAL MODEL DEFINITION
The objective of the WP 5 was the definition of the final version of the model (entrepreneurial guidance, training methods and tools) and Train the trainers package.
The Train the trainers package is a set of methodologies and tools designed and developed to support the educational-training model created within the project PNPV rev 2.
The set included:
• A questionnaire for guidance, a tool that can measure the attitude towards entrepreneurship in students aged between 16 and 18 years.
The questionnaire has been developed starting from the research work of R. Athayde who has created a tool to measure attitudes towards entrepreneurship in young people (named Ate test) and from the studies of Krueger on the entrepreneurial potential and intentions.
The questionnaire has been adapted in Italian and in all the languages of the partner countries, thus allowing its administration to all the students involved in the project

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PNPV2 in the partner countries. In such a way it has been possible to validate and correct the questionnaire, making it a valuable support for teachers
• The PNPVillage serious game was and is an online game testing the students' skills in the management of a tourist village, and it has been developed according to the following general objectives: • creating a simulated environment very close to the real world, which allowed students to understand the elements of complex situations; • promoting competitive dynamics among students; • allowing teachers to monitor students' activities by means of tables, graphs and success rates.
• A manual for teachers was the guide the teachers should refer to during the test activities. In this way, teachers were constantly supported in implementing the actions to be carried out and guided to the presentation of specific topics during the lessons and, finally, what arrangements for monitoring and evaluation could be undertaken.
• Tools for qualitative analysis included a questionnaire to evaluate the game for students and a questionnaire to evaluate the game and the teaching methodology for teachers.

WP6: VALORISATION & EXPLOITATION
The main objectives of this WP was the planning the process of valorization and transfer in each partner country. The partnership organized National Public Workshops in order to share the educational training curriculum with teachers/trainers/guidance counselors and students and to award the best 3 business plan ideas developed during this stage.
The partnership realized an on-line version of the "Train the Trainers package" that include the programme, didactic contents, questionnaire and the users' guide of education and evaluation tools (in 5 languages).
At the end of the PNPV2 testing the partners organized some local events called "Entrepreneur for one day". In this meeting the students have spoken about their business experience trough the PNPVillage. Teachers reported their involvement during the phases of implementation and testing of the PNPV2 project.
WP7: QUALITY ASSURANCE
During the kick-off meeting with all the partners decided the monitoring and evaluating tools for the shared evaluation of the results and the outcomes produced by the project.
The Steering Committee has established to monitor and evaluate the project progress through three stages: partners' engagement in evaluating each partnership meeting, in order to monitor the on-going work and the cooperation among partners; common identification of the key stakeholders in order to involve them in the evaluation of project outcomes/outputs; selection of few and appropriate indicators for each activity in order to measure the performance.
All the partnership have produced the Progress Report (12th month) for intermediate audit of the Commission LLP, and the Final Report (24th month) for final audit of the Commission LLP.
WP8: DISSEMINATION
The dissemination activities reflected all measures and activities, as agreed between the partners for the dissemination of the project outcomes and results to the respective stakeholders. The communication plan of the PNPV2 project was based on a communication approach unifying aiming to build a common communication. It aimed, in addition to the dissemination of the project itself to the creation and animation of a network of public and private actors. The main communication activities have been the development of a project Website with a private area to share partnership project documents; the production of information and promotional materials (leaflets, posters, newsletters) and the realization of a final event to present and share with a wider audience the project results.
Moreover the partnership have produced a video that has gathered the interviews of project staff, teachers and students about their PNPV2 experience.

Themes: *** Utilization and distribution of results
*** Labor market
*** ICT
*** Lifelong learning

Project Information

*** Vocational guidance
*** Enterprise, SME
** Initial training

Sectors: *** Information and Communication
*** Education

Product Types: website
teaching material
program or curricula
others
evaluation methods
CD-ROM
modules

Product information: The PNPV2 model is the result of the transfer of two projects "Posso… non posso… vado" (PNPV) and "Giovani imprenditori per un futuro da protagonisti. Saper essere e saper fare: la chiave giusta per costruire il nostro domani" (PROGETTO GI).
In order to successfully transfer the results of these two projects, in the initial phase of the project the partners focused on creating the conditions for the transfer and then define how to adapt them. During the project were produced several documents to support the design choices and define the conditions for the transfer. In detail, the PNPV2 project has provided:
• readaptation of the scientific evaluation model of the entrepreneurial potential of the student according to the currently literature;
• design and implementation of a Serious Game that allows to learn content and competences through a playful approach;
The readaptation actions are described in many Reports realized by partnership.
The results of PNPV2 project are:

1. The shared plan for the activation of the local network/national stakeholders.
The role of national networks is to create a network of relationships with entities, direct or indirect beneficiaries of the project, facilitating the subsequent selection of those who will participate in the activities of testing the new model. This plan contains information specific to each project partners, the characteristics of the stakeholders and building strategy and management of the national network. In particular objectives and strategies for the effectiveness and efficiency of the involvement actions of the target group have been defined.

2. Web Platform for the use of training PNPV2
The activity of technological preparation is the integration of the two instruments into a single model of orientation and training for entrepreneurship education for young people. The goal is the creation of a new ICT based platform able to support users in the acquisition of skills and abilities of their entrepreneurial mindsets, and also ensuring the characteristics of flexibility and usability typical of modern web applications. This activity required the design and implementation of an integrated e-learning environment to support the new training model and the design and implementation of a multi-player serious Game, a web-based application developed to allow the transfer of knowledge and skills in the field of business tourism.

3. Language Adaptation
The educational content were written in Italian, by the subcontractor Laboratorio Telamone, and subsequently translated into 4 languages (English, Slovenian, Spanish and Finnish). The adaptation took into account the specificities of each country.
4. Readaptation of content
This activity has consisted in the definition of a new questionnaire to assess the entrepreneurial intentions of young people. Definition of the curriculum and training methodology to be adopted.
Adaptation and elaboration of the educational material.

5. User's guide
This document is a guide for the teacher during the testing activities. It includes all

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the PNPV2 tools and the methodology. E' disponibili in tutte le lingue dei paesi partner ed in più in inglese.

6. Report National Network
Each partner organized the national meetings for the selection of the target group who participated in the activity of testing the new model.
The target groups was composite by: students, trainers and teachers.
A report describes in detail the activities of the establishment of all the national network conducted in the partners countries.

7. Quality Plan
The quality plan of the project PNPV reports the evaluation by the partners of each partnership meeting in order to monitor the ongoing work and collaboration between the partners; modes with which were chosen key stakeholders of the project, in order to involve them in the evaluation of the results of the project; the selection of a few and appropriate indicators for each activity and in order to measure their achievements and promote their dissemination.
To carry out these activities were developed 2 tools, the first for the evaluation of partnership meetings is an evaluation questionnaire administered at the end of each reunion. The second questionnaire to assess the degree of involvement of the stakeholders.

8. Train the Trainers" package
The Train the trainers package is a set of methodologies and tools designed and developed to support the educational-training model created within the project PNPV rev 2. The set includes:
- a questionnaire for guidance is a tool that can measure the attitude towards entrepreneurship in students aged between 16 and 18 years,
- PNPVillage serious game that is an online game that tests students' skills in the management of a tourist village,
- a manual for trainers about PNPV2 teaching methodology.
- tools for qualitative analysis, that includes a questionnaire to evaluate the game for students and a questionnaire to evaluate the game and the teaching methodology for teachers

Projecthomepage: http://pnpv2.pa.itd.cnr.it/

Project Contractor

Name:	CONFINDUSTRIA PALERMO
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Partner

Partner 1

Name: IES FEDERICO MAYOR ZARAGOZA
City: SEVILLA
Country/Region: Andalucia
Country: ES-Spain
Organization Type: others
Homepage: http://www.iesfmz.org

Partner 2

Name: SPEHA FRESIA Società Cooperativa
City: Roma
Country/Region: Lazio
Country: IT-Italy
Organization Type: others
Homepage: http://www.speha-fresia.it

Partner 3

Name: Istituto per le Tecnologie Didattiche del Consiglio Nazionale delle Ricerche
City: Palermo
Country/Region: Sicilia
Country: IT-Italy
Organization Type: research institution
Homepage: http://www.itd.cnr.it

Partner 4

Name: Regijska razvojna agencija severne Primorske d.o.o. Nova Gorica
City: Šempeter pri Gorici
Country/Region: Slovenija
Country: SI-Slovenia
Organization Type: others
Homepage: http://www.rra-sp.si

Partner

Partner 5

Name:	Omnia, the Joint Authority of Education in Espoo Region
City:	ESPOO
Country/Region:	Etelä-Suomi
Country:	FI-Finland
Organization Type:	others
Homepage:	http://www.omnia.fi

Partner 6

Name:	IES Murillo
City:	Sevilla
Country/Region:	Andalucia
Country:	ES-Spain
Organization Type:	others
Homepage:	http://www.iesmurillo.com

Project Files

Agenda_Meeting_SL.pdf

http://www.adam-europe.eu/prj/9150/prj/Agenda_Meeting_SL.pdf

2° meeting in Slovenia

Conference_dropout_dropin.pdf

http://www.adam-europe.eu/prj/9150/prj/Conference_dropout_dropin.pdf

Conference Drop out drop in

Conference_EET2013.docx

http://www.adam-europe.eu/prj/9150/prj/Conference_EET2013.docx

EET International Conference. Presented paper

Conference_GALA2013.docx

http://www.adam-europe.eu/prj/9150/prj/Conference_GALA2013.docx

Conference_WCLTA2013.pdf

http://www.adam-europe.eu/prj/9150/prj/Conference_WCLTA2013.pdf

International Conference WCLTA. Presented paper

Conference_YKTT2013.docx

http://www.adam-europe.eu/prj/9150/prj/Conference_YKTT2013.docx

International Conference YKTT. Presented paper

PNPV2_Agenda_Final_Conference_IT.pdf

http://www.adam-europe.eu/prj/9150/prj/PNPV2_Agenda_Final_Conference_IT.pdf

Final Conference in Italy

PNPV2_Agenda_Meeting_FI.pdf

http://www.adam-europe.eu/prj/9150/prj/PNPV2_Agenda_Meeting_FI.pdf

3° Transnational Meeting Finlandia

PNPV2_Agenda_Meeting_SP.pdf

http://www.adam-europe.eu/prj/9150/prj/PNPV2_Agenda_Meeting_SP.pdf

4 Transnational Meeting in Spain

Products

1 Train the Trainers Package

2 User's Guide: learning methods, materials and tools

3 Catalogue of business ideas

4 Project web site

5 Communication Plan

6 PNPV2 leaflets

7 PNPV2 VIDEO

8 Quality Plan

9 Report of testing phase

10 Valorization Plan

11 Report Peer Review

12 Documents and tools for transfering

13 Executive Plan

14 Common plan for the construction of the national network and stakeholders

15 Report Technological adaptation

16 Report Contents Adaptation

Product 'Train the Trainers Package'

Title: Train the Trainers Package

Product Type: teaching material

Marketing Text: The Train the trainers package is a set of methodologies and tools designed and developed to support the educational-training model created within the project PNPV rev 2.

Description: The learning model and the serious game PNPVillage was designed in order to build a learning space that fosters learner's entrepreneurial mindset through experiential learning. The "Train the Trainers package" includes:
• The PNPV Entrepreneurial Potential Scale
• The PNPVillage serious game
• A guide for teachers
• Tools for qualitative analysis

Target group: Trainers, teachers, mentors

Result: The PNPV Entrepreneurial Potential Scale is a tool that can measure the attitude towards entrepreneurship in students aged between 16 and 18 years. The questionnaire has been developed starting from the research work of R. Athayde who has created a tool to measure attitudes towards entrepreneurship in young people (named Ate test) and from the studies of Krueger on the entrepreneurial potential and intentions. The questionnaire has been adapted in Italian and in all the languages of the partner countries, thus allowing its administration to all the students involved in the project PNPV2 in the partner countries. In such a way it has been possible to validate and correct the questionnaire, making it a valuable support for teachers

The PNPVillage is an online serious game that tests students' skills in the management of a tourist village, and it has been developed according to the following general objectives:
- creating a simulated environment very close to the real world, which allows students to understand the elements of complex situations;
- promoting competitive dynamics among students;
- allowing teachers to monitor students' activities by means of tables, graphs and success rates.

The aim of the guide is to support teachers in implementing the PNPV learning model. The topics to be presented by the teachers during the lessons and the methods to monitor and evaluate the students activities are described.

The tools for qualitative analysis are the following:
- A questionnaire to evaluate the game for students
- A questionnaire to evaluate the game and the teaching methodology for teachers

Area of application: Train the trainers package will be use by the teachers that want to improve the entrepreneurship education in young people.

Homepage: http://pnpv2.pa.itd.cnr.it/activities.html

Product Languages: English

product files

Intro Train the Trainer package

product files

INTRO_Train_the_trainers_package_ EN.pdf

http://www.adam-europe.eu/prj/9150/prd/2/2/INTRO_Train_the_trainers_package_%20EN.pdf
intro

Product 'User’s Guide: learning methods, materials and tools'

Title:	User’s Guide: learning methods, materials and tools
Product Type:	teaching material
Marketing Text:	The PNPV educational model aims to create a training method for the acquisition of knowledge and entrepreneurial skills, by promoting active collaboration between businesses, education and vocational training providers.
Description:	The PNPV training model was designed in order to activate a learning cycle where “the learner ‘touches all the bases’ - experiencing, reflecting, thinking, and acting - in a recursive process that is responsive to the learning situation and what is being learned” (Kolb, A., & Kolb, D. A. (2005). The PNPV user's guide describes the new training model for the acquisition of knowledge and entrepreneurial skills, by promoting active collaboration between businesses, education and vocational training providers. On the assumption that games and simulated environments make learning experiences more effective, the proposed training model combines: • classroom activities centred on a serious game, focusing on the development of those soft skills that are essential for the formation of an "entrepreneurial mindset” • online learning activities, allowing students to explore the business concepts presented during the classroom activities
Target group:	Students, trainers, teachers, mentors
Result:	The PNPV educational model is an attempt to foster entrepreneurial transversal skills through a blended approach based on a serious game; the model will be integrated into curricular activities and validated in an experimental phase to be carried out in several schools in Italy, Finland, Spain and Slovenia with a target of about 200 students aged between 17 and 20 years old
Area of application:	Will be use in the field of education and in particular in secondary and vocational schools.
Homepage:	http://pnpv2.pa.itd.cnr.it/attivita.html
Product Languages:	Italian Finnish English Spanish Slovenian

product files

User Guide EN

R17_users's guide_EN.pdf

http://www.adam-europe.eu/prj/9150/prd/3/2/R17_users%27s%20guide_EN.pdf

Product 'Catalogue of business ideas'

Title:	Catalogue of business ideas
Product Type:	others
Marketing Text:	The online database of business ideas is aimed to valoritation and promotion of the innovative business idea.
Description:	The students, involved in the testing phase, have produced new buisness ideas that are collected and published in an online catalogue and available in the project website.
Target group:	students, teachers, mentors, entrepreneurs
Result:	Online database of business ideas elaborated by young people.
Area of application:	To promote business start up activieties.
Homepage:	http://pnpv2.pa.itd.cnr.it/en.html
Product Languages:	English

product files

Business Idea EN

R21_Business_idea_catalogue_all_partners.pdf

http://www.adam-europe.eu/prj/9150/prd/4/2/R21_Business_idea_catalogue_all_partners.pdf

Product 'Project web site'

Title:	Project web site
Product Type:	website
Marketing Text:	The project proposal aims at introducing and fostering, especially among youths, the entrepreneurial mindsets, with a particular focus on small businesses, cooperatives and social businesses, encouraging a stronger cooperation between VET system and the business world.
Description:	Project website linked to the web-platform. An on-line workspace is set up to facilitate and promote collaborative work and communication between partners. Using this workspace it is possible to share and exchange know-how and expertise as well as documents and reports
Target group:	PNPV partners, teachers, trainers, mentors, stakeholders and policy makers interested in the topics of the project, enterprises.
Result:	Project website linked to the web-platform.
Area of application:	Dissemination; project management; private and pubblic communication.
Homepage:	http://pnpv2.pa.itd.cnr.it/it.html
Product Languages:	English Italian Finnish Spanish Slovenian

product files

PNPV2 web site

R_26_Website.pdf

http://www.adam-europe.eu/prj/9150/prd/5/2/R_26_Website.pdf

Product 'Communication Plan'

Title:	Communication Plan
Product Type:	others
Marketing Text:	The communication plan of the project based on a communication approach unifying aims at building a common communication strategy. The Communication Plan is the sustainability of the project and the capitalization of its results.
Description:	In addition to the dissemination of the project itself,the expected goals of the communication tools are the creation and development of public and private actors'network.
Target group:	Terms of external communication network aims to promote the project. Target groups: local, existing and potential customers of businesses, local entrepreneurs, areas likely to integrate the process at the end of project, potential partners working in the field of business services, politicians territories Union Europe. Content: recognition and description of products released and with added value (stakes, range services, qualitative and quantitative results, guarantees mark milestones hinge Project: Project Initiation, meetings and seminars, operational results with testimony, closing the project and perspectives on transfer and, promotion of services developed for business).
Result:	Internet Tools: Apart from those implemented under the internal communication axis, internet information platform dedicated to externally via local networks constituted partnership building web to relay information. Other types of tools: paper brochures, organizing events in different countries, creation and distribution of a press release and associated press (press each local territory, the specialized press, Countryside media (press, radio,TV, web) marketing operations in connection with various animations authorities
Area of application:	The communication plan explains the caracteristic of the new PNPV education model.
Homepage:	http://pnpv2.pa.itd.cnr.it/en.html
Product Languages:	English

product files

Communication Plan

R_25_PNPV2_Communication plan.pdf

http://www.adam-europe.eu/prj/9150/prd/6/2/R_25_PNPV2_Communication%20plan.pdf

Product 'PNPV2 leaflets'

Title:	PNPV2 leaflets
Product Type:	others
Marketing Text:	PNPV2 leaflet gives information about the aims and the target groups of the project, and the partnership.
Description:	PNPV2 leaflet is available in 5 languages: english, italian, spanish, finnish and slovenian.
Target group:	Teachers, educational and VET institution
Result:	
Area of application:	
Homepage:	http://pnpv2.pa.itd.cnr.it/en/activities/18-wp8-dissemination.html
Product Languages:	English

product files

PNPV Leaflets_EN_def..pdf
http://www.adam-europe.eu/prj/9150/prd/11/1/PNPV%20Leaflets_EN_def..pdf

English

PNPV2Leaflets_EN.pdf
http://www.adam-europe.eu/prj/9150/prd/11/2/PNPV2Leaflets_EN.pdf

Finnish

PNPV2Leaflets_FIN.pdf
http://www.adam-europe.eu/prj/9150/prd/11/3/PNPV2Leaflets_FIN.pdf

Italian

PNPV2Leaflets_IT.pdf
http://www.adam-europe.eu/prj/9150/prd/11/5/PNPV2Leaflets_IT.pdf

Slovenian

PNPV2Leaflets_SL.pdf
http://www.adam-europe.eu/prj/9150/prd/11/6/PNPV2Leaflets_SL.pdf

product files

Spanish

PNPV2Leaflets_ES.pdf

http://www.adam-europe.eu/prj/9150/prd/11/4/PNPV2Leaflets_ES.pdf

Product 'PNPV2 VIDEO'

Title:	PNPV2 VIDEO
Product Type:	DVD
Marketing Text:	The video tells the PNPV2 experiences trought teachers and students interviews involved in all experimentation phases. Moreover the staff project explains the relevance of the enterpreneurship education in VET curricula activities and the potentialities of ICT in WBL initiatives.
Description:	The learnig activity in Italy are reported on this video. It shows an explanation of the project and the game PNPVillage made by the PNPV2 staff. The video includes interviews with teachers and students involved in all experimentation phases.
Target group:	researchers, students, teachers, stakholders.
Result:	The use of video has allowed a wide dissemination of the project and its results.
Area of application:	Education and policy makers
Homepage:	http://pnpv2.pa.itd.cnr.it/it/videos.html
Product Languages:	English

product files

PNPV2 Video Learning activities ENG.mp4

http://www.adam-europe.eu/prj/9150/prd/16/1/PNPV2%20Video%20Learning%20activities%20ENG.mp4
Video PNPV2

Product 'Quality Plan'

Title:	Quality Plan
Product Type:	others
Marketing Text:	The main goal of the project "PNPV Rev_2" was to develope an online education tool to gain skills about enterpreneurship for students. The quality plan is a usefull tools to evaluate the efficacy and the effectiveness of project activities. All the partnerships contributed to produce it.
Description:	PNPVillage Serious Game is an online interactive educational tool which represents a simulation of establishing and managing a touristic resort. In order to evaluate the developed how the Seriuos Game meets the project's goals and objectives the partner have tested the online educational tool on students from different European countries (Italy,Spain, Finnish and Slovenia) and to obtain feedback information on the PNPV2 methodology. All the users of the online educational tool in the testing period (from june 2013 to august 2013) have completed the questionnaires about the online educational tool. The results showed the necessary information regarding the quality and other characteristics of the developed tool.
Target group:	staff, national agency
Result:	The results of the testing phase showed the necessary information regarding the quality and other characteristics of the developed tool.
Area of application:	Education
Homepage:	
Product Languages:	English

product files

Quality Plan

R_22_QUALITY_PLAN.pdf

http://www.adam-europe.eu/prj/9150/prd/17/2/R_22_QUALITY_PLAN.pdf

Product 'Report of testing phase'

Title: Report of testing phase

Product Type:

Marketing Text: The testing phase of the PNPV2 educational model represent the executive activity of the WBL path. In fact the PNPVillage offers to students the learning opportunity to acquire skills and competence of “doing business” like in a real workplace.

Description: The design of the trial phase is of the type "between groups" and it is aimed at evaluating the effectiveness of the training model proposed in relation to the traditional path made by the students.During the initial phase (pre-test) skills and entrepreneurial potential of students have been assessed through the following activities:
administration of a questionnaire on basic skills relating to 'entrepreneurship;
administration of a questionnaire on entrepreneurial attitudes;
The participants have been then divided into two groups.
The first group (control group) has followed the path of traditional studies, while the second group (consisting in two classes - experimental group) has been involved in the testing of the educational model PNPV defined in the project.
At the end of the course the skills and entrepreneurial potential of both groups of students have been re-evaluated (post-test).
In addition, with the collaboration of the control group and the teachers, a monitoring of the quality of the PNPV model has been carried out through:
• administration of a satisfaction questionnaire on the activities of the seriuos game to students;
• administration of a questionnaire to evaluate the participation in the activities of the serious game to teachers.

Target group: project staff and teacher

Result: With the collaboration of the control group and the teachers, a monitoring of the quality of the PNPV model has been carried out through:
• administration of a satisfaction questionnaire on the activities of the seriuos game to students;
• administration of a questionnaire to evaluate the participation in the activities of the serious game to teachers.

Area of application: Education

Homepage:

Product Languages: English

product files

Report of testing

R_14_Report_of_the_Testing_Phase.pdf
http://www.adam-europe.eu/prj/9150/prd/19/2/R_14_Report_of_the_Testing_Phase.pdf

Product 'Valorization Plan'

Title: Valorization Plan

Product Type:

Marketing Text: This document is a plan on the valorization activities that were carried out
By the whole “PNPV.2” consortium, with
Specific actions, and after the project end,
With some common pathways To develop
In order to make
Our project sustainable.
The document summarizes
The valorization strategy
Elaborated and
The related
Activities implemented
During and
after the project life.

Description: The objective of the Valorisation
Plan
is to present the summary of
the activities foreseen during
and after the project end.
The activities were carried
out in order to promote the
Project results and ensure the
widest possible use of knowledge derived from
the achieved results.

Target group: project staff, national agency, policy makers

Result: The valorization plan was foundamnetal to adress the dissemination activities and products realizzation.

Area of application: education

Homepage:

Product Languages: English

product files

Valorization Plan

R_18_PNPV2_Valorisation_plan.pdf
http://www.adam-europe.eu/prj/9150/prd/20/2/R_18_PNPV2_Valorisation_plan.pdf

Product 'Report Peer Review'

Title:	Report Peer Review
Product Type:	others
Marketing Text:	The activity of the peer review was aimed to investigate how to readjust the product according to the needs of the target audience on the expectations and needs expressed by the target group.
Description:	the PNPV2 training path is based on the use of serious games. In particular, the game aims to introduce students to the topics of entrepreneurship in a more simple and pleasant; The content on entrepreneurship have been revised from those of the Project Gi. The part relating to entrepreneurial potential is treated with a test that allows you to obtain a single measurement. The creation of such a test is supported by recent scientific research concerning the extent of skills and entrepreneurial potential specific reference to the age of the target group of the project (16/20). The second part of the old project PNPV, which concerns the creation of an entrepreneurial (through the definition of the business plan), represents the final part of the game.
Target group:	project staff and teachers
Result:	The activity of peer review helpful to ongoing evaluation and contribution to adaptation activities that have made changes and continuity solutions to critical issues.
Area of application:	education
Homepage:	
Product Languages:	English

product files

Report Peer Review

PNPV2_R5_peer_review.pdf

http://www.adam-europe.eu/prj/9150/prd/21/2/PNPV2_R5_peer_review.pdf

Product 'Documents and tools for transfering'

Title: Documents and tools for transfering

Product Type: others

Marketing Text: The main result of the PNPV project is a software application for the entrepreneurial orientation; this tool guides the user on a journey into the land of origin of the aspiring entrepreneur, in order to rebuild their own history and their own profile through a narrative approach. The application focuses on the individual who is the key factor of the success of the enterprise.

Description: project aims to create a new model of entrepreneurship orientation and training for the actors of Vocational Education and Training (VET) and the business world.
The proposed model draws on the experience of two previous projects: "I can ... I cannot ... I" (“Posso… non posso… vado” PNPV) "Young Entrepreneurs for a future as protagonists. Interpersonal skills and know-how: the key to build our future " (PROGETTO GI)
The main result of the PNPV project is a software application for the entrepreneurial orientation; this tool guides the user on a journey into the land of origin of the aspiring entrepreneur, in order to rebuild their own history and their own profile through a narrative approach. The application focuses on the individual who is the key factor of the success of the enterprise.
The PROJECT GI was based on a blended training model and it was intended to facilitate the acquisition and understanding of the operational and strategic instruments for the identification and planning of a business idea. The training activities were provided through a special e-learning platform, which was structured to optimize the processes of information / training, with the dual objective of systematize the teaching material on the topics covered and provide an opportunity for young people to interact with all the actors involved in the project.
This transfer project aims to respond to the strategic priority European LEO-TraInno-9 (Promotion of the acquisition of key competences in VET) by developing and promoting a "model of orientation / training for entrepreneurship" that allow young people to reflect on their own project life and work. The project will:
• promote actions to support business creation and the development of educational processes aimed at spreading the awareness of entrepreneurial mindset, through the exchange of experiences amongst partners in European countries;
• develop a new training model based on the methodological and technological adaptation of the products of the two transferred projects (PNPV and PROJECT GI).
• test the model against students and trainees, thus enhancing the experience of exchange, transfer, adaptation and validation of project results.
In order to successfully transfer the results of the two projects, firstly we have focused on developing the conditions for the transfer; following, we will concentrate our efforts on the adaption of the results.

Target group: project staff and teachers

Result: thenew PNPV2 model developed within the project goes beyond the creation of a single educational game and has been designed as an integrated educational path for both formal and informal settings. In addition, this course, which will be followed by students partly in presence and partly online, integrates traditional education activities (such as the transfer of knowledge) with gaming activities which can promote the development of soft skills at the basis of an "entrepreneurial mindset”.

Area of application: education

Homepage:

Product Languages: English

product files

Documents and tools for transfering

PNPV2_R3_en.pdf

http://www.adam-europe.eu/prj/9150/prd/22/2/PNPV2_R3_en.pdf

Product 'Executive Plan'

Title:	Executive Plan
Product Type:	others
Marketing Text:	The executive plan contributes not only to define the actions to be undertaken; establishing the who, when and how is used to measure the effectiveness of actions.
Description:	PNPV2 plan executive was defined during the Kich-off meeting in November 2011. ThePlan, which consists of Gantt and timetable of actions, and details the specific activity on the part of every institution / partner by defining the time realization of the products and results. It is a useful tool to check the progress of the project and the effectiveness and efficiency of the project actions. It involves the whole partnership.
Target group:	project staff and national agency
Result:	It helps to check the progress and state of the art planning and highlights the critical issues and areas for improvement of the project actions.
Area of application:	project managment
Homepage:	
Product Languages:	English

product files

Executive Plan

PNPV2_Executive _Plan.pdf

http://www.adam-europe.eu/prj/9150/prd/23/2/PNPV2_Executive%20_Plan.pdf

Product 'Common plan for the construction of the national network and stakeholders'

Title:	Common plan for the construction of the national network and stakeholders
Product Type:	others
Marketing Text:	The Common plan for the construction of the national network and stakeholders is essential to define the type of external target to be involved as an indirect beneficiary of the project and the degree of involvement and interest in the objectives and design tools. in particular, the plan has defined: 1. Specific objectives of the 2. Instruments for involvement; 3. Expected results 4. The specific type of indirect beneficiaries to be involved. 5. Timing.
Description:	The role of national networks is to create a network of relationships with people, direct or indirect beneficiaries of the project, facilitating the future selection of the target group participating in the testing activity (WP3) of the new model. This plan will contain information specific to each project partners, namely: • The characteristics of the stakeholders, • building strategy and management of the national network.
Target group:	The target groups are: students, trainers / teachers / counselors, and associations of enterprises and entrepreneurs.
Result:	The national network has allowed us to create a network of relationships with entities, direct or indirect beneficiaries of the project, facilitating the subsequent selection of those who will participate in the activities of Education of the new model.
Area of application:	Educational policy
Homepage:	
Product Languages:	English

product files

National Network

PNPV2_national_network.pdf

http://www.adam-europe.eu/prj/9150/prd/24/2/PNPV2_national_network.pdf

Product 'Report Technological adaptation'

Title: Report Technological adaptation

Product Type: others

Marketing Text: The results of the two previous projects were adapted to create a new learning model aimed to support entrepreneurship education for young people.
From a technological point of view, the proposed learning model requires an integrated e-learning environment aimed at support a blended learning path based on the use of Serious Games specifically designed to train students' entrepreneurial skills.

Description: In order to clarify the nature of the transfer, it is important to point that:

- The main result of the project PNPV is an orientation tool that allows the user to evaluate his/her attitudes, abilities, skills and entrepreneurship motivations. It can be used in self-administration.

- The "PROJECT GI" is a blended training program set on enterprise creation. The main goal of this learning path is to favour the growth of the knowledge and basic skills of the young participants in order to allow them to develop their own "business idea".

In order to adapt the results of the two previous project according to the proposed learning model, the Moodle platform (an open source e-learning platform) has been customized through the implementation of additional plugins. In particular, according to the terminology typical of Moodle community, two new plugins have been developed:

- a “new activity” called PNPV, which allows the students to access the game, and allows the teachers to monitor the students activities

- a "new course format” being able to bind the activation of the educational contents to the timing of the game

Moreover a new Serious Game called PNPVillage was implemented.
PNPVillage is a web-based game for acquiring, improving and testing the skills of students in the management of a tourist resort.
It has been designed and developed according to the following general aims:
- to create a simulated environment resembling the real world as closely as possible, allowing students to understand the elements of complex situations;
- to promote self-monitoring, by means of indexes that summarize market trends and aid/facilitate interpretation;
- to encourage cooperative and competitive strategies among students;
- to promote entrepreneurial skills and a business mindset.

PNPVillage is a multiplayer game and consists of 7 levels of increasing difficulty. Each level is characterized by a few key entrepreneurship concepts that are related to:
- a set of educational forms, which are activated in an incremental manner in the Moodle
- a set of decision levers affecting the management of the village.

One of the main objectives of the game design was to make the market dynamics simulation as realistic as possible and consistent with what happens in everyday life.
The agent-based systems are now considered to be a useful tool that allows researchers in the economics field to simulate market dynamics and thus validate economic models. In fact, the computational study of economies modeled as evolving systems of autonomous interacting agents has given rise to a research

Product 'Report Technological adaptation'

Description: sector known as Agent-based Computational Economics (ACE).
The ACE methodology was the theoretical basis for the simulation of the tourism market in the PNPV game. By adopting a multi-agent approach, it was possible to customize the behavior of each agent without having to change the entire system. In this way, the behavior of each agent can be gradually improved and made more complex. Finally, from an educational perspective, the multi-agent approach allows the teacher to gradually make the students aware of the real behaviors of each agent; in this manner the students can analyze the appropriateness of their decisions in the light of these agent models and then recognize the strengths and weaknesses of the strategies adopted.

Target group: Students, trainers, teachers, mentors

Result: Both the results of this activity are accessible at the following url:

http://pnpv.pa.itd.cnr.it/pnpvmoodle

In order to clarify the dynamics of the game and of the learning path a demonstration video is available on the partnership platform at the following address:

http://pnpv2.pa.itd.cnr.it/it/videos/63-demo.html

Area of application: Education

Homepage: http://pnpv.pa.itd.cnr.it/pnpvmoodle

Product Languages: English

product files

Technological adaptation

PNPV_R5_Technological adaptation.pdf
http://www.adam-europe.eu/prj/9150/prd/25/2/PNPV_R5_Technological%20adaptation.pdf

Product 'Report Contents Adaptation'

Title: Report Contents Adaptation

Product Type: teaching material

Marketing Text: The adaptation of content has led to:
- The design of a new learning model
- The adaptation and elaboration of educational material of the GI project (object of transferring) to make it adapt to the different target/learners and to the economic sector chosen for the training activities (touristic sector)
- The design of a new questionnaire for orientation. In fact, starting from the questionnaire of orientation developed in PNPV project (object of the transferring) we have designed a new survey taking into account of the state of the art and the literature about constructs for the evaluation of the entrepreneurial potential in young people.

Description: The learning model is based on a path lasting about two months. During this period, about every week, students will be involved in educational activities in classroom (two hours for eight sessions) aimed at training them to manage a touristic village through the PNPVillage serious game.
In each meeting, students will discuss about new concepts important for the appropriate management of a touristic village, activating specific decisional levers.
The complexity of concepts and decisional strategies will increase during the educational path, going from the first level to the last one.
In particular, educational contents are introduced by the teacher in the classroom; students can deepen the contents during the week among a session and the following, by means of the educational forms available in the Moodle platform of the project. At the following session, students will be committed in using new acquired knowledge to take appropriate decisions to get the best results in the game.
The decisional activity of players is collaborative; in fact, students cooperate to analyze the state of the village, trying to improve it. They produce “meeting minutes” with a synthesis of the lines to be followed during the next game sessions.
At every educational meeting, players go through 4 game sessions (corresponding to a trimester of a solar year, i.e. 1 virtual year) interspersed with moments in which every group has the possibility of analyzing the outcomes of its decisions and applying appropriate changes to the game strategy.
At the end of the game sessions, teachers discuss with all the groups the outcomes and the evolution of the market.
Finally, at the end of the meeting the teacher introduces shortly the contents that will be debated during the following meeting, enabling them to access the related educational resources.

The selected learning resources take into account of the selected schools involved in the experimental phase, and they are enriched with insights specific for the touristic sector.
The used language is very easy and adapt for young students, aged between 16 and 18 years. Each educational form is arranged in three sections: descriptive, by example and with a technical definition of new topics.
The educational material includes also a section with multiple choice tests, aimed at assess the level of knowledge acquired by the students.

The aim of the PNPV Entrepreneurial Potential scale is to define a measurement tool aimed to the evaluation of entrepreneurial potential in school students.
According to the suggestions of the European Commission, in order to assess the results of Entrepreneurship Education (EE) and therefore support the quality improvement of these education programmes, a European common framework of tools to assess entrepreneurial mind-sets, attitudes and skills acquired by students in entrepreneurship education activities should be developed.
The entrepreneurial potential appears to be the construct more easily adaptable at the school level.

Product 'Report Contents Adaptation'

Target group:	Students, trainers, teachers, mentors
Result:	The results are accessible at the following url:
	http://pnpv.pa.itd.cnr.it/pnpvmoodle
Area of application:	Education
Homepage:	http://pnpv.pa.itd.cnr.it/pnpvmoodle
Product Languages:	English

product files

Contents Adaptation

PNPV2_R8_Contents_adaptation.pdf

http://www.adam-europe.eu/prj/9150/prd/26/2/PNPV2_R8_Contents_adaptation.pdf

Events

Work-based learning in VET in Europe: Exchanging ideas, developing projects

Date	01.12.2014
Description	The NA at BIBB takes the pleasure in hosting a contact seminar on work-based learning (WBL) in cooperation with six national agencies from the countries that have signed the "Memorandum on Cooperation in Vocational Education and Training in Europe" at the Ministerial Conference in Berlin 2012: Spain, Greece, Portugal, Italy, Slovakia and Latvia. The seminar takes place from 1 to 3 December 2014 in Berlin, Germany. It aims at giving potential applicants a platform to develop and progress on ideas and find partners for both KA1 and KA2 type projects in the framework of Erasmus+. Possible topics could be: • integrating WBL into curricula • measures to strengthen the attractiveness of vocational education and training (VET) • using mobility better to integrate WBL in studies • developing measures to improve the quality of WBL • ways to enhance the participation of enterprises in WBL • etc. We would like to welcome 70 persons being actively involved in the field of VET from the Memorandum countries. The target groups are VET schools, general VET sector organisations, enterprises, social partners and other stakeholder groups. The seminar language will be English. Costs for board and lodging from 1 to 3 December 2014 (in justified cases also from 30 November to 3 December 2014) will be covered by the German NA at BIBB. Participants from Germany may also apply for reimbursement of travel costs at the NA at BIBB. When the Memorandum was signed, the ministers responsible for VET stressed the necessity of increasing cooperation and launching effective and sustainable cooperative activities to encourage and where appropriate establish dual forms of work based VET in the partner countries. At the same time, these activities will support the implementation of the agreed European objectives.
Target audience	Schools, organisations, enterprises, social partners and other stakeholder groups actively involved in the field of VET
Public	Closed event
Contact Information	http://www.na-bibb.de/service/veranstaltungen/veranstaltungen_2014/01_03122014_work_based_learning_in_vet_in_europe.html
Time and place	1 to 3 December 2014, Berlin

Events

Salerno in Fantasy

Date	29.08.2014
Description	The SALERNO IN FANTASY is the first convention of Southern Italy that opens to the world of Fantasy in order to create an immersive and interactive experience, celebrating the pop-culture fantasy. During this event a special section on educational games is organized. The PNPVillage is present as an example of didactic tool.
Target audience	Teachers, students, citizens and researchers
Public	Event is open to the public
Contact Information	SEGRETERIA SALERNO IN FANTASY TELEPHONE +39 089/237980 info@salernoinfantasy.com
Time and place	29-31 AGOSTO 2014 PARCO DELL'IRNO (EX SALID) – SALERNO 84100 http://www.salernoinfantasy.com/

PNPV2 learning model

Date	21.05.2014
Description	In the framework of the EU project ECHILIBRU, the Federico II Sicilian Regional Assembly Foundation and the Institute for Educational Technologies host a delegation of 26 experts including teachers and school inspectors, from public institutions in Romania. The objectives are: to develop and upgrade the skills necessary, to integrate forms of formal and non-formal learning, as part of a broader intervention aimed at encouraging the development of innovative educational models. The intent of the Palermo meeting organized is to convey knowledge and good practices identified in Sicily at the international level by inviting the main players involved in different projects and initiatives to tell their experiences. During the meeting was presented PNPV2 model as good practies.
Target audience	A delegation of 26 experts including teachers and school inspectors, from public institutions in Romania.
Public	Closed event
Contact Information	
Time and place	Istituto per le Tecnologie Didattiche – Consiglio Nazionale delle Ricerche Via Ugo La Malfa 153 Palermo

Events

European Monitoring Conferences- Work-based Learning and Apprenticeships (NetWBL) 11- 12/2/2014 (Brussels).

Date	11.02.2014
Description	PNPV rev 2 has been invited to NetWBL conference in order to present the PNPV results. NetWBL conference will improve the exchange of information and knowledge across national boundaries. Learning lessons emerging from projects can make it easier to mainstream results and findings into national and European policies on education and training. This conference will also be the official launch event of the Thematic Network Work-based Learning and Apprenticeships (NetWBL) composed of 29 National Agencies for LLP and Erasmus+.
Target audience	National Agencies, EACEA, VET providers, public administrations, schools, High Education Institutions
Public	Closed event
Contact Information	Mario.allegra@itd.cnr.it
Time and place	11-12 February 2014 Brussels

Workshop Young and cooperative Enterprise. Youth entrepreneurship and financial tools to support

Date	28.11.2013
Description	During the workshop, the PNPV training model was presented.
Target audience	learners, teachers, public authorities, financial institution.
Public	Event is open to the public
Contact Information	
Time and place	28 November 2013 Palermo, Italy

Events

4th World Conference on Learning, Teaching and Educational Leadership

Date	27.10.2013
Description	presentation of the scientific paper: A Game Based Learning Model for Entrepreneurship Education. Authors: Dario La Guardia, Manuel Gentile, Valentina Dal Grande, Simona Ottaviano, Mario Allegra. The article describes a blended model based on the use of a serious game within the framework of the EU-funded project “I can ... I cannot ... I go!” Rev. 2 (PNPV project). The learning model and the serious game was designed in order to build a learning space that fosters learner's entrepreneurial mindset through experiential learning.
Target audience	The conference aims to bring together educational scientists, administrators, counselors, teachers, graduate students and members of NGOs to discuss theoretical and practical implications of learning, teaching and administration in a scientific environment.
Public	Event is open to the public
Contact Information	
Time and place	27-29 October 2013, University of Barcelona, Barcelona – Spain

Conference of Games and Learning Alliance conference (GALA 2013)

Date	23.10.2013
Description	Presentation of the scientific paper: M. Gentile, D. La Guardia, V. Dal Grande, S. Ottaviano and M. Allegra. An Agent Based Methodology to Design Serious Game in Social Field.this paper proposes the agent paradigm as a methodological tool to guide the design of serious games in the social field. The PNPV game, designed within the framework of the European project “I can ... I cannot ... I go!” Rev. 2 (PNPV project), which aims to introduce and foster an entrepreneurial mindset among young people, is described as a case study of a serious game developed by means of the agent based approach.
Target audience	The conference aims at bringing together researchers, developers, practitioners and stakeholders. The goal is to share the state of the art of research and market, analysing the most significant trends and discussing visions on the future of serious games.
Public	Event is open to the public
Contact Information	
Time and place	October 23th-25th 2013, Paris-France

Events

International Conference "Entrepreneurship education"

Date	26.09.2013
Description	presentation of the scientific paper: INTEGRATING ENTREPRENEURSHIP EDUCATION ACTIVITIES INTO SCHOOL CURRICULA THROUGH A SERIOUS GAME. Authors: Simona Ottaviano, Manuel Gentile, Valentina Dal Grande, Dario La Guardia, Mario Allegra. in this paper a blended learning model is presented which was developed within the framework of the EU project "I can ... I can not ... I go! "Rev. 2 co-financed by the EU under the LLP programme. The model is based on a serious game and was designed in order to foster the integration of EE into curricular activities.
Target audience	Entrepreneurship education conference is a two-day event that gathers teachers, researchers and representatives of diverse organizations to share knowledge and ideas about the entrepreneurship education.
Public	Event is open to the public
Contact Information	
Time and place	Helsinki, 26th-27th September 2013

Events

Final conference of the project “POSSO ... NON POSSO ... VADO!Rev.2”

Date 24.09.2013

Description The project "I can…I cannot…I go!Rev_2 " has been granted within the European program Leonardo da Vinci in order to promote and develop a" model of entrepreneurial orientation and training "that enables young people to reflect on their own plan of life and work.
The final conference aims at showing the experience of integration in curricular school activities of enterprise’s culture promotion. The training model delivered in 4 European countries among students and teachers,
blends study activities and online
activities based on the use of a
serious game for the
management of a tourist village.
The conference provides a
meeting space to generate new
synergies between the
institutions, the business community and the school community, with the aim of encouraging the implementation of the European, national and regional business culture among young people.
PROGRAMME

9.00 Registration
9.30 Welcome speeches Alessandro Albanese, President Confindustria Palermo
10.00 The enterprise ‘s culture among young people
Nelli Scilabra , Head of department «Education and vocational training» of Sicilian Region
Linda Vancheri, Head of department «Productive Activities» of Palermo Municipality
Marco, Di Marco Head of department «Productive Activities» of Sicilian Region
Barbara Evola Head of department «Education» of Palermo Municipality
Rossano Arenare, Rappresentative of ISFOL LLP Italian National Agency
Filippo Parrino, Rappresentative of Legacoop Palermo
9.45 Iole Candido, Project coordinator - Confindustria Palermo

10.45 Entrepreneurship Education in Europa
Mario Allegra, Rappresentative of CNR-ITD di Palermo
11.00 PNPV2 Project
Maricetta Rizzo, Responsible of Speha Fresia soc. Coop.
11.15 The PNPV2 Results
Manuel Gentile, Researcher in CNR-ITD di Palermo
11.30 The project PNPV2 in the involved partners countries: Spain - Finland and Slovenia
12.15 Teachers and students of Marco Polo institute in Palermo discuss about the project and their experience
13.00 Debate and conclusions
13.30 Light Lunch

Target audience Teacher, students, Education and vocational training institution

Public Event is open to the public

Contact Information icandido@confindustriapa.it

tel. +39 0917211172

http://pnpv2.pa.itd.cnr.it/it/news/76-final-conference.html

Events

Palermo, 24 September 2013
Confindustria Palermo
Via XX Settembre n.64

Events

5th Transnational Meeting “PNPV_2”

Date 23.09.2013

Description Agenda of the meeting:
23 September Monday
Welcome session
17:00 to 19:00
• Welcome in Confindustria and common review of the working programme: detailed planning of the next days
• Draft “To Do List” in view of the final report and minutes

24 September 2013

Final conference “POSSO ... NON POSSO ... VADO! Rev.2”
Confindutria Palermo via XX settembre 64
9.00 Registration
9.30 Welcome speeches Alessandro Albanese, President Confindustria Palermo
10.00 The enterprise ‘s culture among young people
Nelli Scilabra , Head of department «Education and vocational training» of Sicilian Region
Linda Vancheri, Head of department «Productive Activities» of Palermo Municipality
Marco, Di Marco Head of department «Productive Activities» of Sicilian Region
Barbara Evola Head of department «Education» of Palermo Municipality
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Filippo Parrino, Rappresentative of Legacoop Palermo
9.45 Iole Candido, Project coordinator - Confindustria Palermo

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11.30 The project PNPV2 in the involved partners countries: Spain - Finland and Slovenia
12.15 Teachers and students of Marco Polo institute in Palermo discuss about the project and their experience
13.00 Debate and conclusions
13.30 Light Lunch
NOTE for the final conference:
• During the final event -- Each partner will introduce its role and activities - PNPV serious games - in the project (max 15’)
• By Friday the 20th September each partner has to send a brief description in English on the sperimentation phase and activities in own country. This presentation will be included in the information material to be disseminated during the final event.
Afternoon working session
15.00 – 16.00: Steering committee
16.00 – 17.00: Slovenian partner introduces the Evaluation and monitoring results: QUALITY PLAN
16.00 – 18.30: Bilateral Financial meetings with partners by Confindustria (IT)
16.30. – 17.00: Spanish partner
17.00 – 17.30: Finnish partner
17.30 – 18.00: Slovenian partner

25 September 2013
9.30 – 10.30. Final review – debate and conclusions

Events

11.00: end of working sessions

partnership

Closed event

icandido@confindustriapa.it

Palermo 23 – 25 September 2013

Entrepreneur for one day- Finland

Date	03.09.2013
Description	We organized the “Entrepreneur for one day” event in Omnia on September, 3rd, 2013, in Leppävaara Campus. There were 15 students, three teachers and a Youth Ambassador Ms Aicha Manai from Economic Information Office. Omnia´s students Eve Fagerlund, Jenna Fagerlund & Rebecca Koskine introduced their YE-business “Autot puhtaaksi” and their first custom-case, Sini Nykänen told about I can I cannot I go! –project and the Village game. The teachers talked about their experiences. The students did also video cd:s that they can use later. The students also created Facebook-pages for “I can, I cannot, I go!” for the use of the students and teachers involved in the project.
Target audience	learners and teachers
Public	Event is open to the public
Contact Information	Facebook-pages “I can, I cannot, I go!"
Time and place	September 3rd 2013, in Leppävaara Campus - Omnila Helsinky Finland.

Events

Entrepreneur for one day - Slovenia

Date	28.08.2013
Description	RDA of Northern Primorska L.t.d. Nova Gorica, as a partner of the project PNPV Rev_2 has carried out several activities related to the PNPV Serious game. The event »Entrepreneur for one day« took place on 28/8/2013 and was a whole day event. The active participants of this even were students who were participating the testing phase of the product. The first phase of the event was dedicated to the presentation of the entrepreneurship by different experts, in the second phase the emphasis was on the actual business ideas, as an active role of students was to prepare a business idea and present it at the event. All of the business ideas were really original, but the winner was a business idea »Intelligent house« by student Ksenija Vonina.
Target audience	laerners, teachers and entrepreneurs.
Public	Closed event
Contact Information	
Time and place	28 August 2013, RDA of Northern Primorska L.t.d. Nova Gorica

Drop-out e drop-in: life projects and the labor market"

Date	24.07.2013
Description	"Drop-out and drop-in: life projects and the labor market" Comparison of technical resources and institutional starting from the data and the practical experience of many operators in the education system and training, animate a debate between those who belong to worlds different.
Target audience	Representatives of: local governments, social partners, regional networks and professionals world of research, training and education.
Public	Event is open to the public
Contact Information	Soc. Coop. Speha Fresia info@speha-fresia.it
Time and place	Rome, 24 June 2013 H 18,00 EMPORIO DELLE ARTI VIA GIACOMO COSTAMAGNA, 42

Events

Conference on Education and Educational Technologies, EET 2013

Date	16.06.2013
Description	During the EET 2013 conference the scientific paper "An agent based approach to simulate a touristic market in an educational game" was presented. This paper describes the PNPV serious game designed and implemented within the framework of the European project “Posso … Non Posso … Vado! PNPV Project Rev.2 (I can ... I cannot ... I go!), which aims to introduce and foster an entrepreneurial mindset among young people.
Target audience	The 2013 International Conference on Education and Educational Technologies, EET 2013, is an international forum for scientists, engineers, and practitioners to present their latest research and development results in all areas of Education, Computer-based and Web-based Education, Knowledge Transfer, Cultural Heritage, Educational Technologies etc.
Public	Event is open to the public
Contact Information	mario.allegra@itd.cnr.it
Time and place	July 16-19, 2013, Rhodes (Rodos) Island, Greece

Entrepreneurs for one day: IES Zaragoza, Spain

Date	13.06.2013
Description	Agenda Emprendedores por un día IES Federico Mayor Zaragoza de Sevilla
Target audience	Teachers, students, economic operators, representatives of the health sector and electronic
Public	Closed event
Contact Information	
Time and place	June 13, 2013 from 9:30 to 18:00 IES Federico Mayor Zaragoza de Sevilla

Events

PNPVillage's presentation

Date	10.06.2013
Description	In collaboration with Legacoop Palermo, the researchers of CNR ITD present the training model and the serious game realized within the European project "I CAN ... I CANNOT ... GO! Rev.2 "to teachers and students of the VET school “Francesco Ferrara”.
Target audience	teachers and students
Public	Closed event
Contact Information	pnpv@itd.cnr.it
Time and place	h. 10:00 Legacoop Palermo, via Borrelli 3, Palermo - ITaly

Entrepreneur for one day - ITALY"

Date	05.06.2013
Description	Agenda h.9.30 Arrival at the hotel h. 9.45 Opening Session Mrs Iole Candido, Confindustria Palermo – project manager h. 10.00 Entrepreneurs tell their stories Mr. Grazia Clementi, President of Med Europe Export Consortium. Entrepreneurs of Confindustria Palermo and leaders of the business world talk about their experiences and answer to students' questions. h. 11.30 Students business idea The students of the Institute for the Tourism M. Polo of Palermo communicate their experiences and describe their business idea. h. 12.30 Award Ceremony Grant of certificates to the students who participated with profit in the experimentation. h. 13.00 Conclusion Mr. Mario Allegra, CNR- ITD scientific project head h. 13.30 Light Lunch
Target audience	Student and entrepreneurs
Public	Closed event
Contact Information	pnpv@itd.cnr.it
Time and place	5 June 2013 Città del mare Hotel Village SS113 Km 301, 100, 90049 Terrasini Palermo

Events

Entrepreneurs for one day- IES Murillo de Sevilla, Spain

Date	22.05.2013
Description	AGENDA 16.00 Registration 16.15 Opening session - Adolfo Ávila España (Head of IES Murillo)- Margarita Quero (Head of Department of Tourism) 16.45 Presentation: D. Juan Carlos Molero, Director de Análisis de la Demanda de RenfeAndalucía, Dª. Alegría Rojas, Deputy Director of the Hotel Casa 1800 and teachers D. Manuel Viñuelas, Technical Tourism City of Sevilla D. José Luis Porras, Manager of the hotel NH Viapol 17.00 Exhibition by the speakers of his vision of entrepreneurs in tourism management. 18.00 Debate 19.00 Conclusion
Target audience	Teachers, students and entrepreneurs
Public	Closed event
Contact Information	http://pnpv2.pa.itd.cnr.it/it/news/75-entrepreneur-for-a-day-spain-2.html
Time and place	IES Murillo de Sevilla, Spain

Events

4th Transnational Meeting “PNPV_2”

Date 07.04.2013

Description 4th Meeting “PNPV_2”
POSSO ... NON POSSO ... VADO!Rev.2
I CAN ... I CANNOT ... I GO!Rev.2 2011-1-IT1-LEO05-01928
Seville 8th – 9th April 2013

Agenda
8th April 2013 Monday
8.30: Meeting at the hotel hall
Morning working session
9.15: IES Federico Mayor Zaragoza. c/ Camino del Silo, nº4, 41012 Sevilla
From 9:30 to 11:00
- Common session: project’s state of art
o Business game: Participants contributions: forms, materials and learning tools CNR
o Timing of the administration of questionnaires in each countries (each partner presents our timing)

11.00: Coffee break

11.30 – 14.00
o Quality Plan: presentation of the project evaluation questionnaire by RRA (SL)
o Materials for outreach and publicity for the project by Spanish partners and sharing of the template for the Dissemination Actions per each partner (by Speha Fresia)

9.30 – 14.00 Parallel session, with the support of CNR, about business game only addressed:
• to the Spanish teachers
• to Slovenian partner

14.00: Visit to the high school
Lunch at 14:30
Afternoon working session
From 16:00 to 18:00
- Organisation of the event "entrepreneurs for a day" in each country:
o proposals presentations of dates, locations and participants by each partner
o catalogo online delle business idea
- Organisation of the final event in Palermo by Confindustria (IT)
- Conclusions first day of meeting: draft “To Do List” in view of the final report and minutes

9th April 2013 Tuesday
8.30: participants meeting at the hotel Lobby
Morning working session at IES Murillo c/ José Recuerda Rubio nº 6, 41018, Sevilla
9.00 to 10:30 Bilateral Financial meetings with partners by Confindustria (IT)
11:30 Official meeting at the City Hall
Lunch
Afternoon working session
From 16:30 to 18:00
- Visit IES Murillo
- Evaluation and conclusions meeting: final “To Do List” in view of the final report and minutes

Target audience Project partner

Events

Closed event

pnpv@itd.cnr.it

Seville 8th – 9th April 2013

Events

3nd Transnational Meeting “PNPV_2”

Date 22.10.2012

Description Agenda
1st Day Working venue at:
OMNIA Kirkkokatu, 16 A Espoo FI - FINLAND

Monday 22nd October
9,30 - 10,00
Welcome in Omnia and common review of the working programme: detailed planning of the next days

10,00 – 11,00
First Work Session about the on-going works and the next organisational steps to start-up the Testing Phase (Facilitation by Speha Fresia and ITD-CNR - IT):
Feedback about questionnaire and finalisation of the MASTER PLAN (what, who, when);
The List of the Deliverables to be translated in each National Language;
The timetable for the implementation of the Platform for the BUSINESS GAME;
How to use the INTERNAL PLATFORM in order to support the internal communication and sharing of tasks.

11,15 – 12,15
Second Work Session about the BUSINESS GAME (Facilitation by ITD-CNR):
The background assumptions for the BUSINESS GAME design and implementation;
How it works: Presentation of the Platform and how to use it.

12,15 - 12,30
Oral evaluation session: Round table about doubts, questions, and further deepening.

12,30 - 13,30 Lunch at Omnia’s Restaurant

13,30 – 15,30
Meeting with Ms. Tuula Antola, Director for Economic and Business Development of the City of Espoo + Meeting with the entrepreneurs and project coordinators working in InnoOmnia: presentations of the projects (I can I cannot I go + InnoOmnia’s national entrepreneurial projects)

17,30 – 18,30 (at the hall of the hotel)
Administration bilateral meetings in order to check the administrative documents and how to prepare the financial reporting for the MID_TERM REPORT (Bilateral meetings between the leading partner and Spanish and Slovenian partners).

19,00 Dinner together in Helsinki

Tuesday 23rd October at the Hotel Helka (Meeting room ”Koivu”)

9,00 – 9,30
Feedback about the first day: about the GAME and about the meeting with local stakeholders.

9,30 – 11,00
The MID-TERM REPORT of the LdV-ToI:
Common review of the overall rules and exchange to overcome common problems

Events

and to support the partnership in the sound project accountancy (Confindustria Palermo – IT)
Planning of the common efforts for the implementation of the Mid-Term Report (Confindustria Palermo – IT)
The ADAM PORTAL: how to contribute to its implementation.

11,15 – 12,00
Dissemination and Communication Plan:
Presentation of the project WEBSITE by the responsible partner (IES-Zaragoza – ES) and final suggestions from ALL PARTNERS for its improvements.

12,00 - 14,00 Brunch

14,00 – 15,30
Common planning of the next steps:
Common review of the Action Plan, the Gantt and the ToDoList;
Planning of the 4th Partnership Meeting

15,30 – 16,00
Monitoring & Evaluation Plan:
Brief review of the tools to use for the monitoring of the on-going activities at local level (Speha Fresia – IT)
Common conclusions and evaluation of the 3rd Partnership Meeting

project partners

Closed event

icandido@confindustriapa.it

22-23 October 2012 Finland

Events

2nd Transational Meeting "PNPV2"

Date	14.05.2012
Description	In the following, the main activities carried out during the meeting: 1- Creation of the transfer conditions: the development stages for the first adaptation of the two tools. 2- Thematic work-groups about the “set of tools” to adapt for the transfer. 3- Thematic work-groups about the two products: second shared analysis about the two products. 4- Common review of the Action Plan and the TOI products: partnership guidelines in order to plan the common work. 5- Discussion about the next steps of the project.
Target audience	Project partners
Public	Closed event
Contact Information	icandido@confindustriapa.it
Time and place	Šempeter, 14th and 15th May 2012 Working venue at: RRA severne Primorske Mednarodni prehod, 6 Šempeter pri Gorici SI - SLOVENIA

Kick-off Meeting_1° Transnational Meeting

Date	24.11.2011
Description	In the following, the main activities carried out during the first transnational meeting: 1- presentation of partners organisation; 2- sharing of the project Action Plan and the Gantt diagram; 3-presentation of the two products to be transferred; 4- presentations of the project repository, available at: http://pnpv2.pa.itd.cnr.it 5- discussion about the next steps of the project
Target audience	Project partners
Public	Closed event
Contact Information	icandido@confindustriapa.it
Time and place	Palermo from 24th to 25th November 2011 Working venue at: CONFINDUSTRIA Palermo Via XX Settembre, 53 Palermo Italy