

Project ideas Entrepreneurship

KEEP 50+

brain 

Ideen



Erasmus+

Erasmusplus Program

- 2 project ideas in the frame of the Erasmusplus- program
- Type of projects: Strategic partnership/ exchange of innovation
- Aim of these projects: find best practices and exchange of information, less output development
- Funding: 250/Euro per month plus travel costs
- Duration of the projects: 2 years
- Partner for each project: 5-7
- Deadline: 21.3.2018

Regions in change

The old industrial regions had often showed long periods of economic growth, before they are declining or even collapsing. The principal source of their growth was the specialisation on products which were (1) basic inputs to other sectors (steel, trains and rail infrastructure,)

Their position became vulnerable due to developments like technological change or the increasing opportunities to shift production to other regions or countries with cheap labour.

Many urban agglomerations lost many jobs in mature industries like textiles, steel making, coal mining and shipbuilding.

Project ERIC

Project tasks

- Define criteria and find best practice trainings (methodologies, contents) of entrepreneurship in „regions in change“
- Define criteria and find best practice programmes/ initiatives to stimulate and support entrepreneurship in each region
- Define best practice examples of entrepreneurship of selected target groups (long-term unemployed, female entrepreneurship, etc.) in each region
- Collect best practice training materials of Erasmusplus-projects, which belongs to this topic
- Elaborate a project web-based info tool, where the best practice trainings, initiatives and examples are presented and where the training material can be downloaded
- Carry out two training workshops in each region

CREATIVE INDUSTRIES

Creative Industries is one of the prominent sectors in which, this sort of cooperation can boost the entrepreneurship and innovation. Among the all-novel industries of new millennium, ten of them have been distinguished as relatively more valuable on meeting the needs and expectancies of today's knowledge workers and young generations. Those industries have been classified under an umbrella label of "Creative Industries"; (1) Advertising and marketing, (2) Architecture, (3) Crafts, (4), Design: industrial product, graphic and fashion design, (5) Film, TV, video, radio and photography, (6) IT, software and computer services, (7) Publishing and writing novels, (8), Museums, galleries and libraries, (9) Toys and Games including their electronic versions and animations, and (10) Music, performing and visual arts.

Project ERIC

Project tasks

- Define criteria and find best practice trainings (methodologies, contents) of entrepreneurship for creative industries
- Define criteria and find best practice programmes/ initiatives to stimulate and support entrepreneurship for creative industries
- Define best practice examples of entrepreneurship of creative industries
- Develop a manual for entrepreneurship in Creative industries and collect best practice Erasmusplus-training material which belongs to this topic
- Develop a webpage with a download area
- Carry out two training trainings in each region

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