

The StartUp_EU Project : Be a High Tech Entrepreneur

StartUp-EU Be A High Tech Entrepreneur: an entrepreneurial adventure!

The StartUp_EU (Be a High Tech Entrepreneur) project developed a game that asked secondary school students to produce an idea from scratch, build a plan for turning their idea into a business with an executive summary and present it to a panel of experts as a robust and convincing business plan.

The students had the opportunity to explore and develop new tools and methodologies to think in an entrepreneurial way with a focus on technology.

They had to complete eight challenges and a series of mini-games on an online platform. They were helped by a set of inspiring videos and templates, and a collection of practical mini-guides: developed by the StartUp_EU consortium to inspire and prepare a new generation of high-tech entrepreneurs for the game.

Mentored by their own teachers, who have been trained through an online training course, more than 400 students played the “serious game” of transforming an idea into a convincing product or service.

StartUp_EU (Be a High-Tech Entrepreneur) entrepreneurial challenge

The StartUp_EU challenge was taken by more than 70 teams from 20 countries across Europe and on 3rd October 2013 the winners of the [official project competition](#) were announced.

All the entries were initially evaluated by the project partners according to a set of criteria based on the stages of the StartUp_EU game. This led to six finalists who were passed on to the volunteer [external judges](#), who are successful entrepreneurs or involved in supporting start-ups and new businesses around Europe.

After a detailed scoring process and a very tight competition, with many wonderful entries from schools across Europe, we finally arrived at [the winners of the 2013 Startup_EU \(Be A High Tech Entrepreneur\) game](#):

First place went to **Agrupamento de Escolas Verde Horizonte, Lisbon, Portugal**

The Power Energy team: a solution to the planets energy problems, inspiring innovation. Congratulations to the great team from Portugal! See their video at : <https://www.youtube.com/watch?v=RLh32zgWYIs>

Second place to **Purvciems Secondary School – Riga, Latvia**

NANALOVE: a brilliant idea and great business plan to meet and exchange with your own doubles.

<http://startup-eu.net/>

Disclaimer: StartUp_EU - Be a High Tech Entrepreneur has been funded with support from the EC.

This website reflects the views only of the author, and the Commission cannot be held responsible for any use which may be made of the information contained therein.

In Porto, Portugal, StartUp_EU partners organized the final project workshop. Held during the ECGBL conference, the workshop was attended by participants, among them secondary schools students and teachers, researchers, entrepreneurial organizations, Business Innovation Centres from Portugal and other European countries. Project partners presented project results, showing the tools and materials developed in the last 2 years, the online platform and the outcome of the European competition run between April and June 2013.

A discussion among participants followed: the students and the teachers present in the room told their experience in participating into the StartUp_EU competition, then other participants proposed recommendations for further project exploitation. The audience appreciated the design and usability of the platform and the game itself: in order to further exploit them attendees suggested that it be opened to a wider audience and translated in to more languages.

StartUp_EU (Be a High-Tech Entrepreneur) final remarks and recommendations

After two years spent investigating, designing and developing the best tools and methodologies to introduce young students to innovative entrepreneurship, StartUp_EU project partners can share some key outcomes of this adventure. More is available on the project website (Best Practices Report and Use Case Scenarios Report).

- ✓ The StartUp_EU experience gave the chance to the students to express themselves freely, and channel their creativity into an entrepreneurial idea.
- ✓ The online platform enabled students to autonomously organize their work, tasks and deadlines: the exercise was not so easy!
- ✓ Students had the chance to work in team, experiencing pro the sharing of responsibilities, assign tasks and mediate different attitudes and ideas.
- ✓ Students experienced an international dimension, using English as working language and challenging teams from other countries.
- ✓ Teachers had the chance to test new methodologies and to cooperate with other colleagues sharing different expertise and offering their students a broader support.
- ✓ Teachers managed to tailor the use of the platform and tools according to the specific needs of their students.
- ✓ The StartUp_EU project created an effective bridge between the educational world and the work environment.

Thank you

We would now warmly thank:

All the students who took part in this marvelous entrepreneurial adventure.

Their teachers, precious mentors of this exciting experience.

The Project Reference Group who supported us with their comments, inputs and support.

Play the game - don't look on! (Lord Robert Baden-Powell)

Be Creative. Be Innovative. Be High Tech.

 **Start_Up EU - Be a high Tech Entrepreneur**

<http://startup-eu.net/>

Please email cda@ebn.eu if you wish to unsubscribe to this newsletter