

Log on to ADAM today!



news 05

Winter 2014-2015 | 12

IS - Iceland

Training Planner for SMEs



Small and medium-sized enterprises (SMEs) are susceptible to insufficient VET, taking place inside or outside the company. Research points out that employees of SMEs are more often likely to miss structured VET and learning, especially the staff

groups consisting of general workers and staff groups of immigrant workers.

The aim of the project was to export a concept developed in Iceland. Companies, especially SMEs, can hire an external Human Resource consultant, called Training Planner. The Training Planner conducts interviews with directors and focus groups from all job categories. Based on that the information gathered, he or she compiles a training and learning needs assessment, looks into the competencies needed in each job and designs a tailor-made training programme as well as learning activities for the company.

The results in Iceland have shown that the resulting VET plan provides a solid base for continuous in situ training which is relevant for both the company and the employees, substantially increasing the competitive advantage of both the SME and the employee. The outcomes of the project are both tangible - handbooks, course material and a course for training planners in four languages, as well as pilot training plans for selected SMEs in ES and AT - and intangible - such as experience and implementation of a concept that has proven to be very successful.

Contact

Starfsafl - Starfsmennt Samtaka atvinnulífsins og Floabandalagsins, Reykjavík
www.t-planner.eu

IT - Italy

Management E-learning Experience for Training secondary school's students



Europe needs more entrepreneurs, more innovation and more high-growth small and medium sized enterprises. This is why it is necessary to stimulate the entrepreneurial mindsets of

young people. The important role of education in promoting more entrepreneurial attitudes and behaviours is now widely recognised.

Building on this need, the *MEET* project adapted, transferred, and implemented an innovative educational game, the Business Game - originally designed for university level - for the use in VET at high school level. The Business Game is a scenario-based game simulating a competition between virtual companies that work on a competitive market. The teams, with one or more players, compete in order to achieve a common goal: learning to successfully run a company and take specific strategic and managerial decisions without risks. The trainees can experience the challenges concerning the business-decision making process and receive direct feed-back on their choices.

The Business Game software is available online in five languages: English, Dutch, Italian, French and Portuguese. User guides for teachers and students support the easy handling of the software.

Contact

I.I.S. L. Luzzatti, Venezia

www.meet-project.thebusinessgame.it