

Teaching social entrepreneurship: *ENHANCER (European project)*

Description

The joint project aims to develop educational approaches based on gaming techniques and digital Escape rooms to teach social entrepreneurship. Therefore, students from Germany, Portugal, the Netherlands, and Spain will be able to work together in multicultural groups to solve global challenges. Due to the geographical distance between the project partners, the students will solve challenges in online collaboration. Therefore, the entire communication and project management had to be set online.

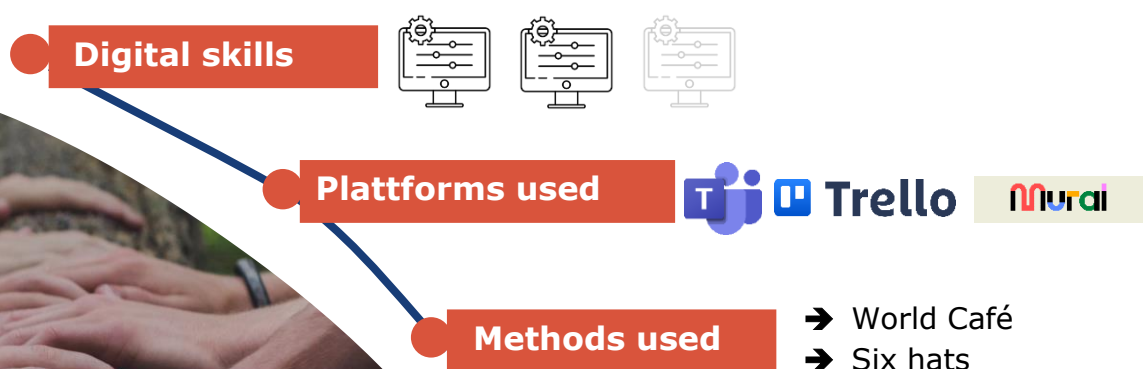
Partner organisations

- [Universidad de Zaragoza](#) (Spain): University
- [Hogeschool van Amsterdam](#) (Netherlands): University
- [Questomatica Escape Experiences](#) (Netherlands): Escape room experience in Amsterdam
- [Center for Social Innovation Cyprus](#): Research and development centre for social innovation
- [Universidade de Aveiro](#) (Portugal): University
- [Science-to-Business-Marketing-Research Centre](#) (Germany): Münster School of Business

What worked well?

Multiple tasks and responsibilities were structured in Trello, leading to a high-quality outcome.

- **Learning:** Working with digital organization tools is extremely helpful for multiple tasks. Make sure that virtual boards are maintained regularly.



www.cocreaid.eu

CoCreAid Kit 4.0

The CoCreAid Kit 4.0 focuses on overcoming barriers to cooperation arising when HEIs and NGOs co-create digitally. By offering a digital platform with various digital tools and methods, the aim is to increase social impact in participating European countries and beyond.

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