

Project's duration:  
01/05/2023-31/04/2025

APRIL, 2024



# Newsletter<sub>no. 2</sub>



2022-2-CY02-KA220-YOU-000095800

## About the project

The project focuses on empowering women to build their personal brand through training materials and hands-on challenges, facilitating experiential learning for market readiness.



Co-funded by  
the European Union



# News



**Transnational Meeting 2,  
Argos 21 November 2023**

The 2nd "Brand Game" transnational meeting at Argos addressed project updates, milestones, and challenges. We strategized on training and social media dissemination, set deadlines, and ensured accountability.

*Exciting developments ahead!!*

## Milestone Achievements

The training pack is ready!!! Stay tuned...

The key competencies are the following:

- 1) Literacy competence
- 2) Digital competence
- 3) Personal, social and learning to learn competence



# News



Minecraft Game is Developing: A Minecraft-based game serving as an inclusive and collaborative learning environment for women promoting real situations in working environments.

***Stay updated!***

<https://brandgame.eu/>

