**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 handson 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

BRAND GAME (project number: 2022-2-CY02-KA220-YOU-000095800) is funded by the European Union. The European Commission's support for the production of this publication does not constitute an endorsement of the contents, which reflect the views only of the authors, and the Commission cannot be held responsible for any use which may be made of the information contained therein.







### 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/



BRAND GAME (project number: 2022-2-CY02-KA220-YOU-000095800) is funded by the European Union. The European Commission's support for the production of this publication does not constitute an endorsement of the contents, which reflect the views only of the authors, and the Commission cannot be held responsible for any use which may be made of the information contained therein.



