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

APRIL, 2024



Newsletter_{no.2}



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

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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/



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