The Analysis & Good practices in the scope of the EU Agricultural Rural sector’s entrepreneurship has been landed !!!!!!

For the aims of Rural Agree project a report has been conducted on the good entrepreneurship practices in the European agri-food sector, with a specific focus on Italy, Spain, Romania, Greece, Belgium and Finland.

This Report is an important milestone of the project, as it guides the development and final achievement of the formative objectives.

Covered fields of the Formative Units

- Marketing
- Management Capacity in Rural Areas
- Management
- Finance
- Internationalization
Kajaani, Finland. 8th-9th of May 2018

4th Transnational Meeting

Representatives of all the partners’ countries of Rural Agree project participated on 8th and 9th of May in the Fourth Transnational Meeting in Kajaani. During the Meeting KAMK University presented partners’ proposal, regarding the appropriate content of the games which developed in order to be suitable for the target group audience.

Development of the Collaborative Platform and Learning Games

- **Collaborative platform**: The e-platform contains all the training contents, the study cases and the best practices that have been developed in the project to promote entrepreneurship in the rural agri-food sector. The platform allows the interaction of the projects with the stakeholders as well as the opening of the results to any beneficiary.

- **Learning games**: 5 different Learning Games were developed and are available to the public. In this type of games, which are based on real cases, users become managers to their own formation. The learning games are available in English, Spanish, Finish, Greek, Dutch, Hungarian, Italian and Romanian. The games are accessible via PC and Smartphone.
Learning games results

The Learning Games are an innovative approach and an ideal opportunity for a non-formal education. Through those games potential entrepreneurs in the agri-food sector will be able to:

- Learn the best practices in management capacity, financing, development and product quality, marketing, distribution and internationalization, as the games integrate the analysis conducted on entrepreneurship in the rural agri-food sector.
- Practice without risk, as the games based on real cases. The Practical application of knowledge leads to easier assimilation of the contents.
- Strengthen their professional abilities, such as problem solving, quick decision making, strategic and critical thinking, empathy, analysis and clear communication.
- Adapt and familiarize with new technologies including virtual environments & Internet browsing.

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