

Gamification as Applied Growth-Hacking and Incubating method for improving New Ground-Based Skills in Start-uppers and Enterprises

www.engaging-project.eu



**EnGaging** is a project funded under the **Key Action 2 - Strategic Patnership for the Cooperation for innovation and the exchange of good practices -** under the Erasmus+ programme.

**EnGaging** is an ambitious project aimed at creating innovative training material for **startup coaches** and **entrepreneurial trainers**. The focus is teaching **Gamification and Growth Hacking techniques** to foster growth and innovation among a new generation of entrepreneurs.

The project started in **October 2015** and will continue until **September 2017**. A **rich and international partnership** is contributing to the realization of the project products:



















www.engaging-project.eu and get **free online training**!

