

## E-LEARNING PLATFORM

The Biosteam e-learning platform aims to digitally deliver bio-inspired entrepreneurship training using the BIOSTEAM methodology. It targets youth workers, trainers, mentors, students, and young entrepreneurs across Europe, providing free resources to foster environmental and entrepreneurial education.

The platform features three key areas:

1. **Theoretical Area:** Offers 10 didactic units with key concepts, examples, explanations, and short exercises.
2. **Business Case Working Area:** Facilitates document sharing, mentor feedback, and collaboration on business projects, supporting both individual and group learning.
3. **Evaluation Area:** Includes initial self-evaluation tests and final external evaluations by mentors.

The platform transitions BIOSTEAM from face-to-face to an online format, broadening its accessibility and impact. It aims to raise awareness of green economy opportunities, foster sustainable business creation, and encourage STEAM career paths among European youth. Additionally, it promotes international collaboration on business projects. Future expansions may include more educational units and interactive features, enhancing its relevance to various entrepreneurial topics and target groups.

## WHO WE ARE



Funded by the European Union. Views and opinions expressed are however those of the author(s) only and do not necessarily reflect those of the European Union or the European Education and Culture Executive Agency (EACEA). Neither the European Union nor EACEA can be held responsible for them.