

# NEWSLETTER

THE FIRST RESULT OF THE ERASMUS + PROJECT "STAY AFLOAT" IS NOW AVAILABLE



The first result of the project STAY AFLOAT is now finished

**LET'S GO FOR THE SECOND ONE!!!**

THE MAIN OBJECT OF THIS RESULT WAS THE IDENTIFICATION OF 15 SITUATIONS EXPERIENCED BY ENTREPRENEURS DURING THE FIRST FIVE YEARS OF A NEW COMPANY THAT CAN BE HELPED BY A COACH, IN ORDER TO OVERCOME THE MOST IMPORTANT DIFFICULTIES BY USING COACHING AND EMOTIONAL INTELLIGENCE SKILLS AND TOOLS AND CREATE A FRAMEWORK. THIS OUTPUT WANTS TO ASSES AND HELP ENTREPRENEURS (ESPECIALLY THOSE LOW SKILLED) TO DISCOVER AND DEVELOP THE TALENTS THAT ARE VITAL TO STARTING, GROWING, AND SUSTAINING A THRIVING ENTERPRISE.

THE FRAMEWORK OF THIS RESULT HAS BEEN THE CONSEQUENCE OF THE RESEARCH CARRIED OUT BY THE 8 PARTNERS OF THE CONSORTIUM (I&F IRELAND, FORUM EDUCATIVO-SPAIN, CPIP-ROMANIA, CSR INOVATIVE SOLUTIONS-NORWAY, COWORKING PLUS-DENMARK, DIE BERATER AUSTRIA, INNOVATION HIVE-GREECE AND APROXIMAR-PORTUGAL) THROUGH SURVEYS OF ENTREPRENEURS WITH BUSINESSES LESS THAN 5 YEARS OLD, IN EACH OF THE COUNTRIES INVOLVED.

THE INFORMATION RESULTING FROM THE SURVEYS HAS MADE IT POSSIBLE TO CLEARLY IDENTIFY THE 15 MOST DANGEROUS SITUATIONS FACED BY INEXPERIENCED ENTREPRENEURS IN THE FIRST YEARS OF A BUSINESS. THIS WILL BE THE BASIS FOR STARTING WORK ON THE NEXT RESULT THAT IS TO CREATE A CURRICULUM AND DIDACTIC MANUAL WITH A TRAINING TOOLBOX WITH COMPLEMENTARY AND ADDITIONAL MATERIALS TO BE USED BY THE COACHES WITH ENTREPRENEURS (FINAL USERS), DEVELOPING DYNAMICS, GAMES, STRATEGIES AND METHODOLOGICAL RESOURCES (BOTH FOR GROUPS AND INDIVIDUALS)