

**International  
conference**

**25. November  
Hotel Nyborg Strand, DK**

# **Innovation & Entrepreneurship in Adult Education**

Schedule for the conference



Co-funded by the  
Erasmus+ Programme  
of the European Union

# Schedule

- 9:30 Arrival and coffee
- 10:00 Welcome and presentation of schedule,  
Rasmus Kjær Kristiansen, VUC Storstrøm
- Facilitator:  
Jakob Fuglsang, Education Editor, Politiken
- 10:15 4 x talks of 25 minutes.  
After lunch, each introductory speaker will conduct their  
own workshop
- 12:00 Lunch
- 13:00 Four workshops, elaborating the themes
1. Katia Dupret  
Head of Research,  
Centre for Social Entrepreneurship, RUC
  2. Kåre Moberg  
Senior Researcher,  
The Foundation for Entrepreneurship
  3. Lars Bergholdt  
Business Executive, Erhvervshus Fyn
  4. Thomas Kunze  
Founder & Game Master, Games Institute, Austria
- Coffee will be served during workshops
- 15:00 Panel debate with the four speakers
- 15:45 Closing remarks

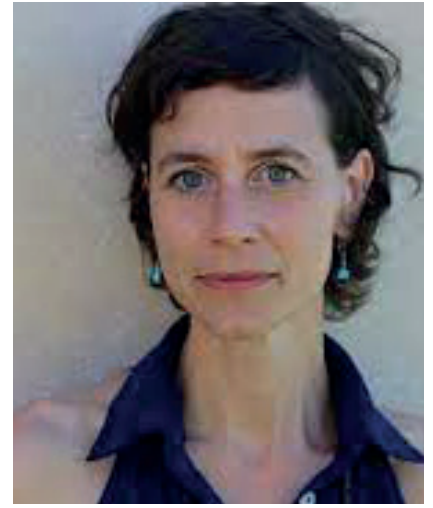


## **Inclusion of adults through social entrepreneurship and social innovation in education**

Research scientist Katia Dupret who conducts research in the social psychology in the workplace will give insight into how inclusion of adults can be organized through core principles in social innovation. In connection to this she also talks about entrepreneurship as containing social dimensions, as social entrepreneurship is about more than just companies and businesses. It is also about creating social changes for everyone - potentially also for course members and teachers as co-creators of social transformation. If you want to create inclusion through entrepreneurship, the social dimensions are very important to take onboard.

In the workshop Katia Dupret will work with the participants with some of the challenges which teachers meet in the course members' own expertise. With inspiration from social entrepreneurship and social ethical design, we will experiment with equality, mutual learning, and radical methods of involvement.

It is core social entrepreneurial principles that are the pillars of all social innovation (and inclusion.) We will look at examples from everyday life in schools, and we will be in the center of the classroom and challenge each other on how we can use the course members' experiences. The ambition with the workshop is not to create a prepared teaching package, but to give a taste of what it means to work with social entrepreneurship as leverage when working with increased inclusion of adults in society.



**Katia Dupret**

Head of Research,  
Centre for Social  
Entrepreneurship, RUC



**Kåre Moberg**

Senior Researcher,  
The Foundation for  
Entrepreneurship

### **Entrepreneurial capabilities**

Which capabilities are important to focus on when teaching entrepreneurship? How do we articulate learning goals which include these, and how do we measure and evaluate them?

Kåre Moberg, senior researcher at the Foundation for Entrepreneurship will in his presentation and workshop focus on these questions.

The discuss will take its starting point in the many taxonomic tools which exist in the field such as the taxonomy of the foundation, EntreComp, the Chalmers school of entrepreneurship diamond, and how they can be compared to established taxonomical tools such as Bloom's taxonomy and the SOLO taxonomy.

The goal with the workshop is to get an understanding of how we can work with entrepreneurial learning goals and evaluation of them in a structural way when teaching.

Lars Bergholdt is a business executive at ErhvervsFyn. Lars Bergholdt has his own experience in entrepreneurship in Denmark and the USA. Lars Bergholdt will take you on a tour in Denmark to look at the initiatives which are happening right now to support entrepreneurship. What works, why does it work, and what does not work.

These initiatives aim at entrepreneurs with a background in academics. In the workshop Lars will substantiate the differences between entrepreneurs in the light of their educational background.

With Lars Bergholdt you will explore and examine if the successes in entrepreneurship with an academic background can be transferred and developed to entrepreneurs without an academic background. How must they look, and how should they be adapted to become applicable for the target group.

Finally, we will examine if the developed initiatives can be implemented and used in our education system in order for us to strengthen entrepreneurship in education. Which challenges will we meet in the education system and what will it take in relations to external cooperation.



**Lars Bergholdt**  
Business Executive,  
ErhvervsFyn



**Thomas Kunze**  
Founder & Game Master,  
Games Institute, Austria

E-sports, or competitive gaming, is a high performance approach to playing games. It happens in the digital world and it provides ample opportunities to engage and produce within this ecosystem-of-interest. Thus, participation in E-sports is a promising way to develop digital and entrepreneurial skills and get in touch with a community that welcomes innovation and new digital solutions.

Educational institutions and companies start to realize the potential that E-sports can offer for places of learning and innovation. Creating teams and spaces dedicated to E-sports therefore can be a valid way to provide social inclusion, reach out for young people that would otherwise be hard to reach and include digital technologies and cultures in the process of education and innovation.

The Games Institute Austria provides services and seminars for institutions and companies interested in these spaces and the potential that can be leveraged through participation in these settings. The talk and the workshop will provide basic insights in these ecosystems and why they are great places for accessibility, inclusion, learning and innovation.