



A New Generation of Agricultural Entrepreneurs: the Challenge of the Project V-3DAS

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The political orientations of EU in Agriculture are more and more addressed towards the challenge of promoting sectoral entrepreneurship. This, of course, requires a strong effort for the VET sector, whose commitment is needed in order to perform suitable strategies and approaches to sustain the professionalization of the entrepreneurial class.

The project V-3DAS (Virtual 3D Agri-Stage for experiential learning), promoted and coordinated by Serifo with the participation of 6 EU Countries, may represent a first step towards the design of an innovative set of methodologies and tools for the construction and the support of such a process of entrepreneurship. In fact, V-3DAS is grounded on the innovative assumption that a new generation of entrepreneurs is possible only if they are accompanied in process of acquisition of an entrepreneurial mindset.

In this perspective, the **Professional Profile** of the Future Agri-Entrepreneur in EU has been designed putting in evidence not only technical-professional competences, but recognising as relevant also transversal and key competences and understandings which could allow to run the business according to an entrepreneurial and managerial approach.

These competences acknowledged within the EQF framework are acquired within a blended learning curriculum which combines face-to-face lessons (for the improvement of technical knowledge and competences) with e-learning sessions (sectoral EN skills) and v-learning sessions, in which learners have the opportunity to test themselves in an immersive 3D virtual environment, reproducing scenarios of farm management.

The aim is to offer to the learners the opportunity of an experience of guided apprenticeships, in entrepreneurial roles, overcoming the limits of the current sectoral training, which does not offer formalised models of repertoires of consolidated expertise to be transferred to the new entrepreneurial generation.

Hence, the idea to construct a virtual and protected environment in which learners can perform the entrepreneurial roles, by facing problems of agri-enterprise management, interacting and cooperating with other learners in order to solve out problems by valorising their spirit of initiative and creativity and by reflecting, with the contribution of an expert (reflective practicum), on the solutions adopted.

In this way, they will have the opportunity to acquire, develop and / or reinforce not only professional knowledge, competences and skills, but also a creative mindset oriented to the entrepreneurship, through the development and/or the improvement of transversal skills characterising such a profile.