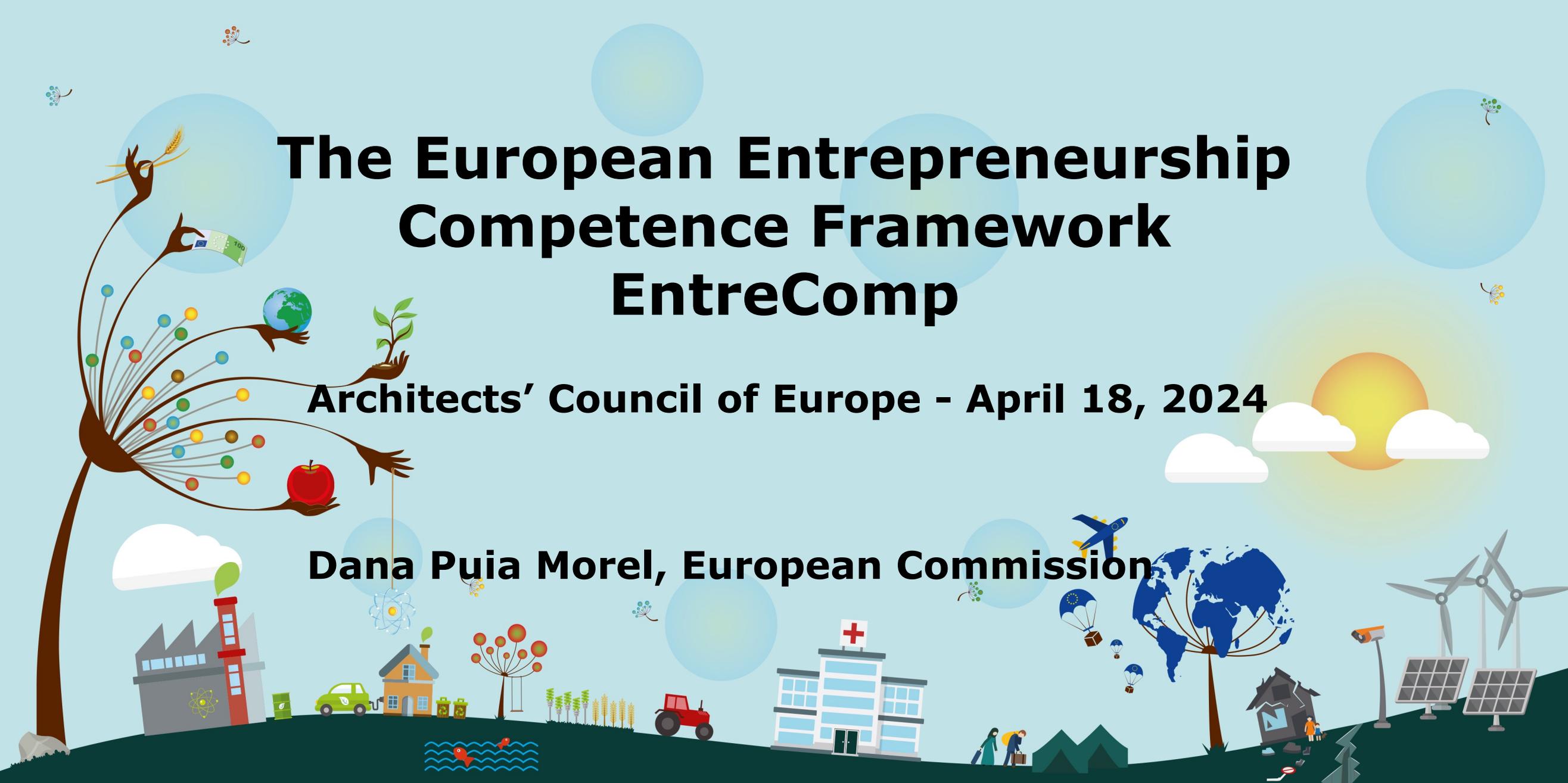


# The European Entrepreneurship Competence Framework EntreComp

Architects' Council of Europe - April 18, 2024

Dana Puia Morel, European Commission



# The European Entrepreneurship Competence Framework

[EntreComp Video JRC](#)

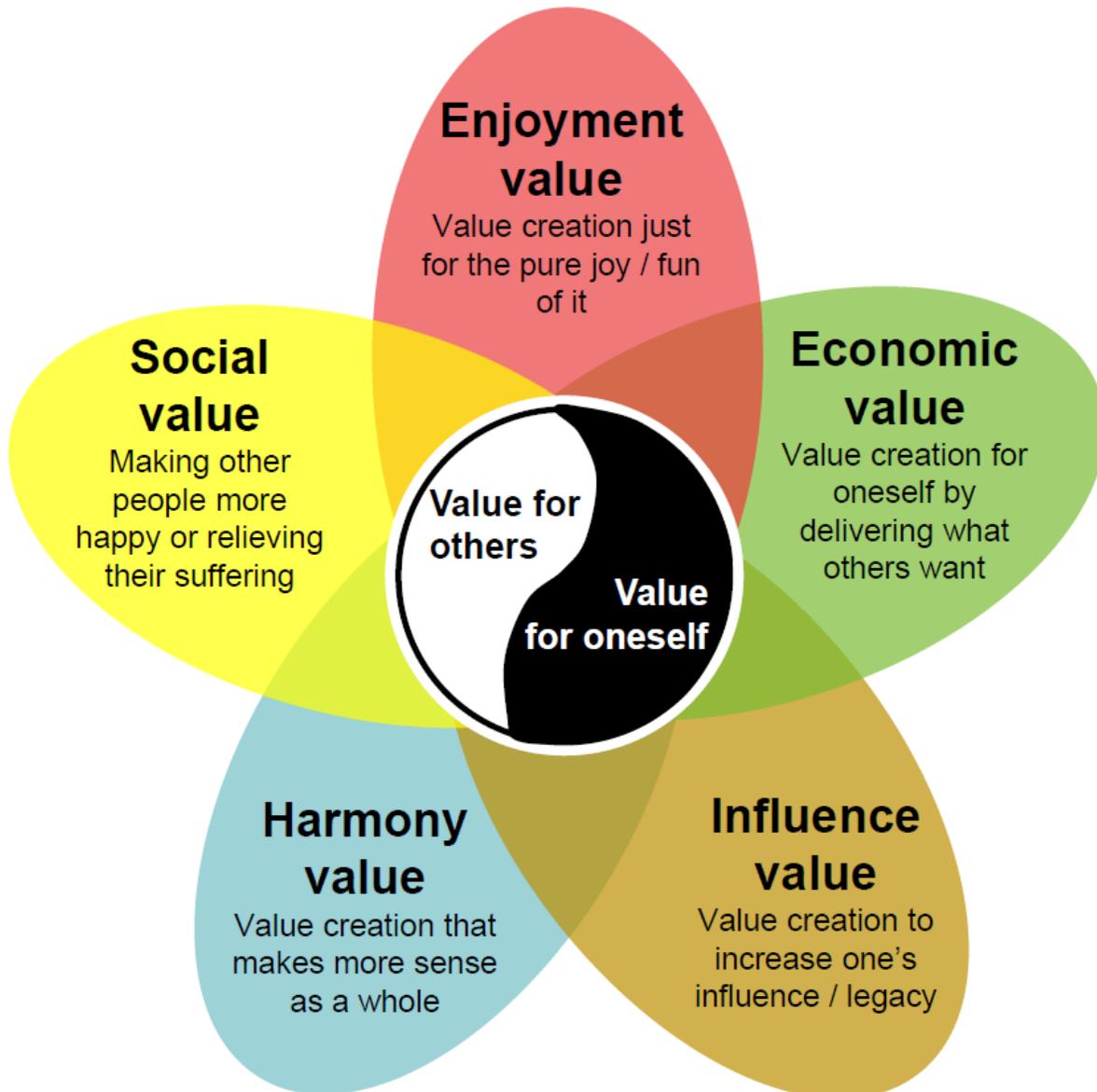
# Entrepreneurship as a key competence

Entrepreneurship is when you **act** upon **opportunities** and **ideas** and **transform** them into **value** for others. The value that is created can be **financial, cultural, or social**



Learning **to become entrepreneurial,**  
**through** creating value for others

# “What is Value?”



The aim is to develop the individual's **creativity, self-confidence, sense of initiative, opportunity orientation, resilience, perseverance, attitude towards failure** i.e. to make people **more entrepreneurial**

Lackéus, M. (2018). "[What is value?](#)" - A framework for analysing and facilitating entrepreneurial value creation.", *Uniped* 41(1), 10-28.

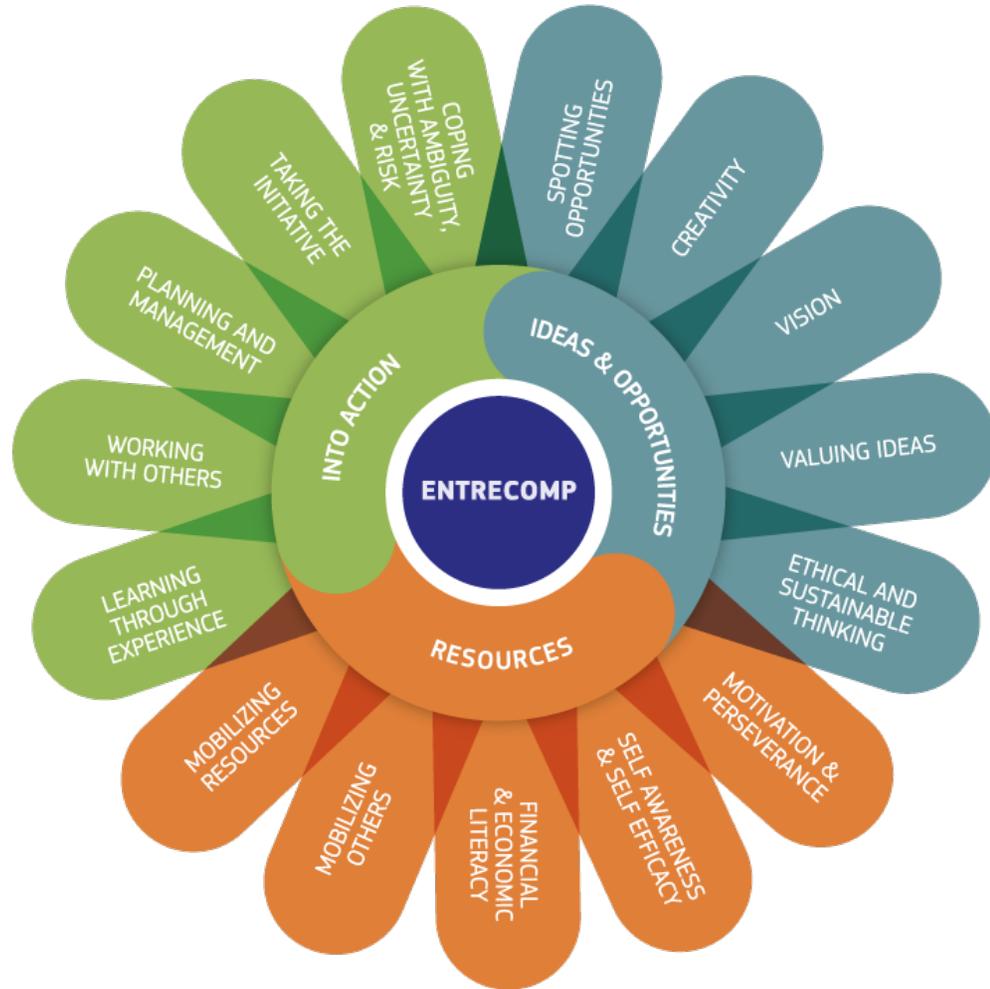
# A comprehensive, flexible reference framework

## Entrepreneurship as a competence

- Transversal, non subject specific
- Individual and collective
- Applies to all walks of life, bridges the worlds of education & work
- Is nurtured through value creation

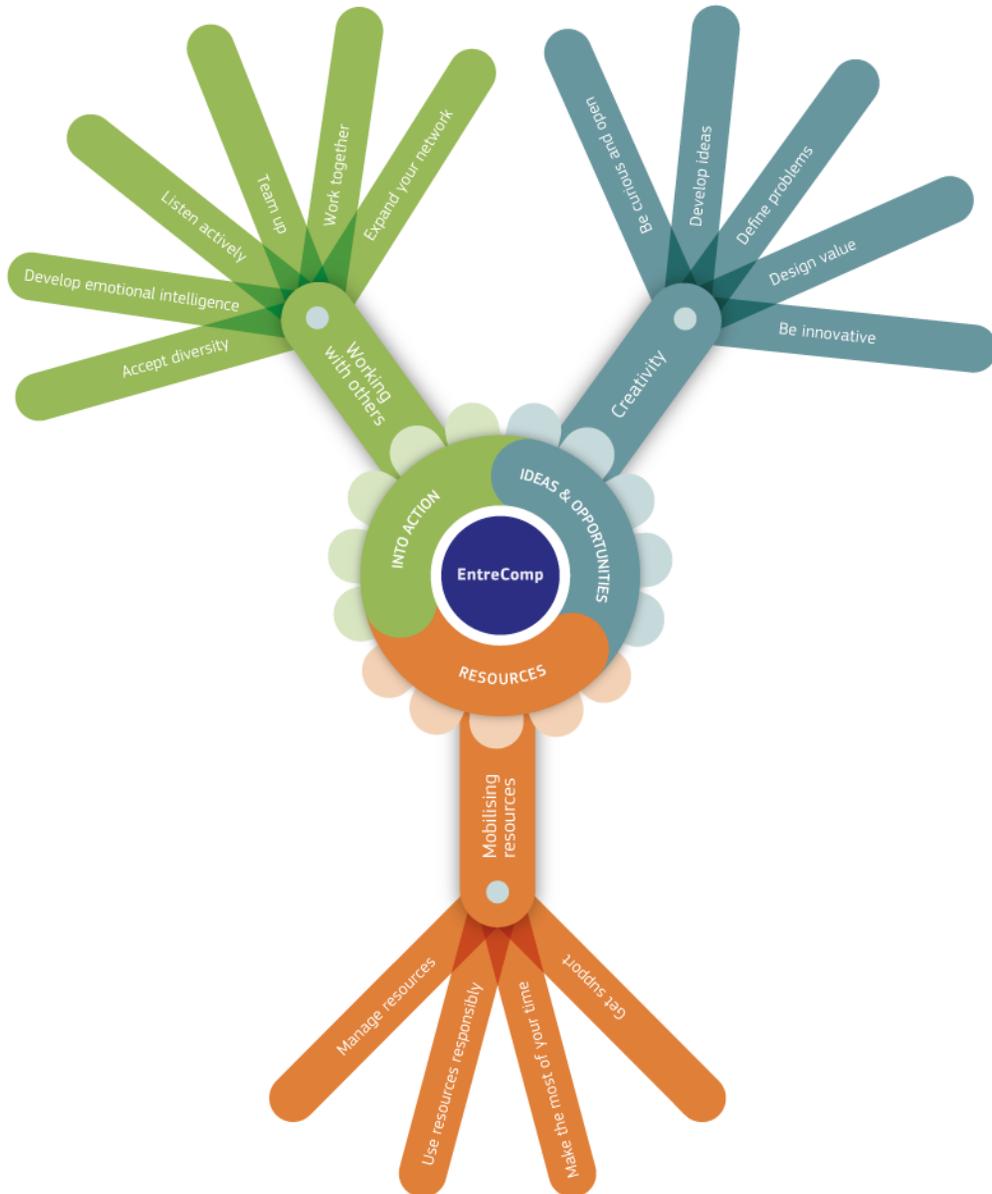


# EntreComp building blocks



- 3 areas
- 15 competences

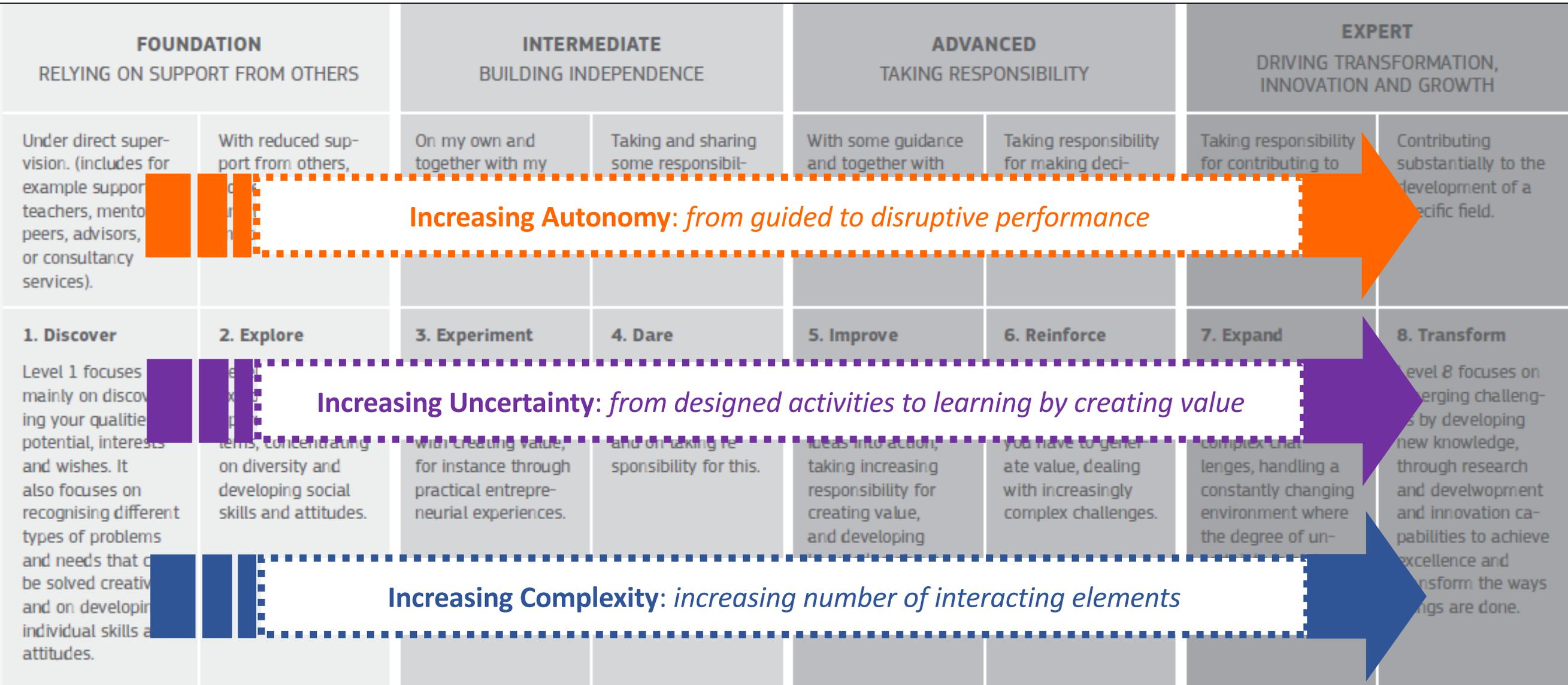
# Threads lead to learning outcome statements



60 thematic threads, which unfold into

- 8 proficiency levels
- 442 learning outcomes

# A progression model for lifelong learning





AREA  
IDEAS &  
OPPORTUNITIES

COMPETENCE  
CREATIVITY

HINT AND DESCRIPTOR  
Develop creative and purposeful ideas.

Develop several ideas and opportunities to create value, including better solutions to existing and new challenges. Explore and experiment with innovative approaches. Combine knowledge and resources to achieve valuable effects.

THREAD	FOUNDATION		INTERMEDIATE		ADVANCED		EXPERT	
BE CURIOUS AND OPEN	I can show that I am curious about new things.	I can explore new ways to make use of existing resources.	I can experiment with my skills and competences in situations that are new to me.	I can actively search for new solutions that meet my needs.	I can actively search for new solutions that improve the value-creating process.	I can combine my understanding of different contexts to transfer knowledge, ideas, and solutions across different areas.	→	
DEVELOP IDEAS	I can develop ideas that solve problems that are relevant to me and my surroundings.	Alone and as part of a team, I can develop ideas that create value for others.	I can experiment with different techniques to generate alternative solutions to problems, using available resources in an effective way.	I can test the value of my solutions with end users.	I can describe different techniques to test innovative ideas with end users.	I can set up processes to involve stakeholders in finding, developing, and testing ideas.	I can tailor a variety of ways of involving stakeholders to suit the needs of my value-creating activity.	I can design new processes to involve stakeholders in generating, developing, and testing ideas that create value.
DEFINE PROBLEMS	I can approach open-ended problems (problems that can have many solutions) with curiosity.	I can explore open-ended problems in many ways so as to generate multiple solutions.	I can take part in group dynamics aimed at defining open-ended problems.	I can reshape open-ended problems to fit my skills.	I can describe and explain different approaches to shaping open-ended problems and different problem-solving strategies.	I can help others create value by encouraging experimentation and using creative techniques to approach problems and generate solutions.	I can initiate, develop, manage and complete a creative project.	I can use a mix of creative techniques to keep generating value over time.

DESIGN VALUE	I can assemble objects that create value for me and others.	I can improve existing products, services and processes so that they better meet my needs or those of my peers and the community.	I can identify the basic functions that a prototype should have to illustrate the value of my idea.	I can assemble, test and progressively refine prototypes that simulate the value I want to create.	I can create (alone or with others) products or services that solve my problems and my needs.	I can develop and deliver value in stages, launching with the core features of my (or my team's) idea and progressively adding more.	I can apply different design approaches to create value through new products, processes or services.	I can design and put in place innovative processes to create value.
BE INNOVATIVE	I can find examples of innovative products, services and solutions.	I can describe how some innovations have transformed society.	I can tell the difference between types of innovations (for example, process versus product innovation and social innovation, incremental versus disruptive innovation).	I can judge if an idea, product or process is innovative or just new to me.	I can describe how innovations diffuse in society, culture and the market.	I can describe different levels of innovation (for example, incremental, breakthrough or transformational) and their role in value-creating activities.	I can identify the steps needed to research the potential for an innovative idea in light of its development into an existing enterprise, a new venture or an opportunity for social change.	I can manage innovation processes that respond to emerging needs and make the most of opportunities as they become available.



# A few resources

- [EntreComp A Practical Guide EN.pdf \(entrecompeurope.eu\)](#)
- [EntreComp into Action](#)
- [EntreComp Playbook](#)
- [EntreComp Framework – YouTube](#)

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