A Virtual Reality Environment for STEM Entrepreneurship Training (VR4STEM) - Project Gantt Chart

Project activity*	M1 - Feb.2016	M2 - Mar.	M3 - Apr.	M4 - May	M5 - June	M6 - July	M7 - Aug.	M8 - Sept.	M9 - Oct.	M10 - Nov.	M11 - Dec.	M12 - Ian.2017
Project Management and Implementation Activities UPB/ All partners												
Management Activities: A1-A5												
A6 (former O4) -Project Website & Content Repository UPB / All partners			A6O4A1	A6O4A2	A6O4A3							A6O4A4
O1 - Report on practices and competences in STEM Entrepreneurship Training and 3D Virtual Worlds UPAT / All partners		O1A1	O1A2	O1A3								
O2- STEM Entrepreneurship curriculum design New Edu / All partners				O2A1	O2A2	O2A3	O2A4	O2A5				
O3 - Open Learning Resources UPB / All partners										O3A1		O3A2
O5 - Virtual 3D World UPAT / All partners									O5A1	O5A2	O5A3	O5A4
M1 (Transnational Project Meeting)	RO	RO										
M2 (Transnational Project Meeting)						GR			GR			
E1 (Multiplier Event)												SK
E2 (Multiplier Event)												GR
E3 (Multiplier Event)												RO