The aim of the EnterMode model is to promote and facilitate the acquisition of entrepreneurial skills and competences by students in higher education during their internships. The model offers the theoretical background for the development of entrepreneurial skills to students during their internships. It describes the theory behind each element that can be applied.

The EnterMode model is made up of many elements and is divided into different phases, following the challenge-based learning methodology used in the model.

In the **Preparation phase**, higher education institutions recruit the companies and students participating in the project, define the selection criteria and facilitate the coordination between the students and the companies, prepare the documentation necessary for the start of the internship.
After selecting participants, students and companies work together to define the challenge to be achieved during the internship and its internship plan. During the **Investigation phase**, students work on the pre-defined challenge and prepare a work plan for implementation, which is put into practice in the **Into Action** phase. The company mentor plays an active role in the phases of the internship, assisting and supporting the student, and providing the necessary resources to complete the task.

The implementation of the EnterMode internship is supported by two additional tools. One is the serious game, which is an online game that helps students acquire entrepreneurial skills. The other tool is the Community of Practice ([https://www.discuss-community.eu](https://www.discuss-community.eu)), where higher education teachers and company mentors can find support, related resources and materials, and can talk about the progress of their internship.

After completing the EnterMode internship, the final **Evaluation phase** begins, in which corporate mentors, students, and higher education faculty evaluate the internship.