



3rd Newsletter

June 2017

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Online Game for Innovation and Entrepreneurship

This newsletter provides information about the Entrinno pilot testing conducted in partner countries. As the online game is now available, partners have been testing the game with members of our target audience in order to gain feedback and explore the potential benefits of Entrinno for learning. Below is a description from each partner and the main outcomes from these pilots. Read about our updates and check out our [EntrInnO promotional video](#)

Implementations in Cyprus

During the implementations in Cyprus, CARDET organized several face-to-face sessions with target groups (18-35 years old) and with stakeholders (professionals, academics, trainers, researchers, etc.). During the sessions the EntrInnO project was presented so that the characteristics and the value for learning and skill development are discussed. Participants were also directed towards creating an account and starting to play the game.

The implementations were extended online, with participants continuing with their play at home. Some other participants were also recruited online, through Facebook advertisements. Upon completion of the game play, participants completed the electronic evaluation form.

Throughout the implementations, some participants were also interviewed, and parts of the face-to-face implementations



were video recorded. During the interviews, the stakeholders and the target group members provided their opinions and impressions of the EntrInno game, as commented on its potential for learning, as well as its overall pedagogical value.

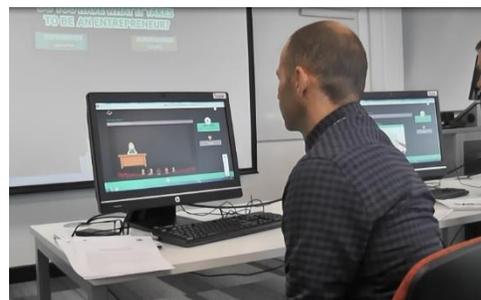
Implementations in the UK

Testing of the Entrinno game in the UK has been taking place throughout July with both young people interested in developing enterprise skills and wider stakeholders including those who work with young people to develop their skills. Testing is still ongoing in the UK but, so far, has been very positive.



The first pilot session took place at the end of June with stakeholders who were teachers from local Higher Education institutes and colleges and one representative who is a volunteer mentor with young people at the University Technical College in Sheffield. The second pilot session, with young people, took place in July, with a group who are in the early stages of setting up a business or who are interested in doing so. We also demonstrated the game during our Multiplier Event, to 30 members of the target group.

Feedback has been good from all of those who have been involved in the testing phase. Stakeholders believed that the game would be useful in helping young people to understand entrepreneurship and begin to think about the key skills and strengths that they will need to progress in this area. Feedback has suggested that using games in this way to help engage young people in the topic, can be very beneficial and that this could be a useful tool to support teachers and offer an extra resource to back up classroom learning. The young people who have tried out the game have enjoyed using it and found the competitive element engaging – they found it to be well designed and the content covered the main skills needed to help them get started in business.



Implementations in POLAND

Implementation of the game in Poland is advanced. The two groups of users have been invited for testing the game. The first group consists of the students, mostly those that cooperate with one of Rzeszów's association taking care of entrepreneurship development. They were very interested in new approach to teaching as well as curious about how the game looks like. After the face-to-face meeting with the representatives of this group, which took place in Rzeszów, the participants were asked to popularize and disseminate the information about the game among their friends. The feedback was



very positive. Young people underlined that the game is very interesting and well-designed. The same opinion was shared by the Experts, who were invited as the stakeholders (the second testing group). We decided to invite a wide range of professionals, connected with Rzeszów University of Technology, Faculty of Management and with University of Rzeszów, Faculty of Economy, as well as entrepreneurs and NGOs' representatives. They underlined that the content of the game is very professional and interesting and would be helpful in conducting a business for those that plan to do it in the future.



Implementations in ITALY

The pilot implementation in Italy had been realized in the period of June 20th – July 31th 2017, according to the delay due to the issue of Game pilot version.

The targets involved are those of the project proposal, namely young persons aged 18-35 and local/regional stakeholders (below the details). All the involved persons had been reached through the networks of projects, collaborations, practices and local networking that CSV MARCHE had build in the last decades, especially targeting universities, associations/cooperatives, youth centres and High schools (last year).

Here below a short summary of all the activities realized within the Pilot Implementation in Italy:

- 1 FOCUS GROUP with Stakeholders, held in Ancona on June 21th at CSV MARCHE regional office, with participation of 6 persons
- 1 FOCUS GROUP with young people, held in Ancona on July 4th at IAL MARCHE training center, with participation of 9 persons.
- Dissemination and communication through CSV MARCHE website and its social tools on implementation phase
- More than 200 persons were invited to play (by phone, emails and personal invitations).

- 4 Interviews realized (2 stakeholders and 2 young persons)
- 1 tv interview about EntrInno project and Pilot Implementation phase

Implementations in Malta

The pilot implementation in Malta has taken place during the past three weeks. Young adults and stakeholders have been invited to test the available phases of the game. The response was quite positive and all the people contacted stated that Entrinno is the first such game in Malta, thus everyone was quite happy to try it out and explore its potential.

All the people involved enjoyed the game and are looking forward to having the whole platform available.

The content of the game is relevant to entrepreneurs-to-be and not only as it shows the different stages to set up a business that can be adapted to different practical situations. Moreover it has been recognized by all the stakeholders that games such this have a great potential, especially when it comes to teaching certain skills that are not really part of the curricula but are still useful for the personal growth and employability of young adults.

Implementations in LITHUANIA

First it was organized in Kaunas College of Technology with 8 stakeholders participating in piloting implementations. Most of participants showed interest for the game and such method. Later when they got a chance to enter it the interest became even stronger as they spent even more time for piloting than it was planned. Participants told that the design of the game is very professional. They claimed that they will use game also in future.

Later piloting was organized with young adults. 5 participants were involved in pilot implementations that took place in SIF premises in Kaunas. Participants showed their interest to get online to the game instead of listening to presentation of project and its main result – game. So later they were asked to join game in computer class and play. It seemed that all of them were interested in videos. Later survey results and video recording of their testimonials confirmed that they liked the game, especially videos, design, tests.



Implementations in Romania

There were two meetings. One was held in 22nd of June 2017, the F2F meeting with the focus group and in 5th of July 2017 the F2F meeting with the stakeholders.

The meetings follow a pre-established agenda. The project team presented the project objectives and activities, the project leader and partners, the program that is financing the project, the implementation period of time, the project implementation status. The game purpose and structure was presented and after that the gamers were invited to create their own account and to they play the game after their own time.

After the meetings interviews were taken in order to have an on video registered feedback and testimonials for the promotional video. The gamers were enthusiasts about the innovative aspects of the game, the valuable learning support and by the interface that is very attractive.



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