

About ISGEE project

**IMPLEMENTING
SERIOUS GAMES
IN ENTREPRENEURSHIP
EDUCATION**

EUGLOH-ISGEE project

Szabolcs Prónay, University of Szeged

Project details



Project title: **Implementation of Serious Games in Entrepreneurship Education**

Project identification: 2018-1-HU01-KA203-047712

Website: www.isgee.eu

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Time period: **2018.09.01 – 2021.08.31**

Lead institution: **University of Szeged**

Partner institutions: West University of Timisoara, Timisoara, Romania

Technical University of Ostrava, Ostrava, Czech Republic

STUCOM, Barcelona, Spain

Univations, Halle, Germany

Expertissa, Timisoara, Romania

Mongolian University of Life Sciences, Ulaanbaatar, Mongolia



univations

expertissa
competențe +



Aim

**To develop a serious game for
entrepreneurship education**



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Basis of project ISGEE



- EU 8 key Lifelong learning competences
 - » Literacy competence
 - » Multilingual competence
 - » Mathematic competence and competence in science, technology and engineering
 - » **Digital competence**
 - » Personal, social and learning to learn competence
 - » Citizenship competence
 - » **Entrepreneurship competence**
 - » Cultural awareness and expression competence

Let's see the ISGEE project

...and Entrepoly



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1. **Entrepoly** – online serious e-game for fostering entrepreneurship competences
2. **A game adaptation handbook** – support teachers
3. **General toolkit to use gamification in entrepreneurship education** – about EntreComp
4. **Good practice suite** – A benchmark collection of e-games

Entrepoly

The game

- ❑ an open access, modularly structured role-playing digital serious game
- ❑ with dynamically adjustable content to match the specific educational requirements
- ❑ available on multiple platforms



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Games



CREATIVITY HOUSE

[Play Now](#)



CASINO HOUSE

[Play Now](#)



BREAK EVEN POINT
HOUSE

[Play Now](#)



START-UP HOUSE

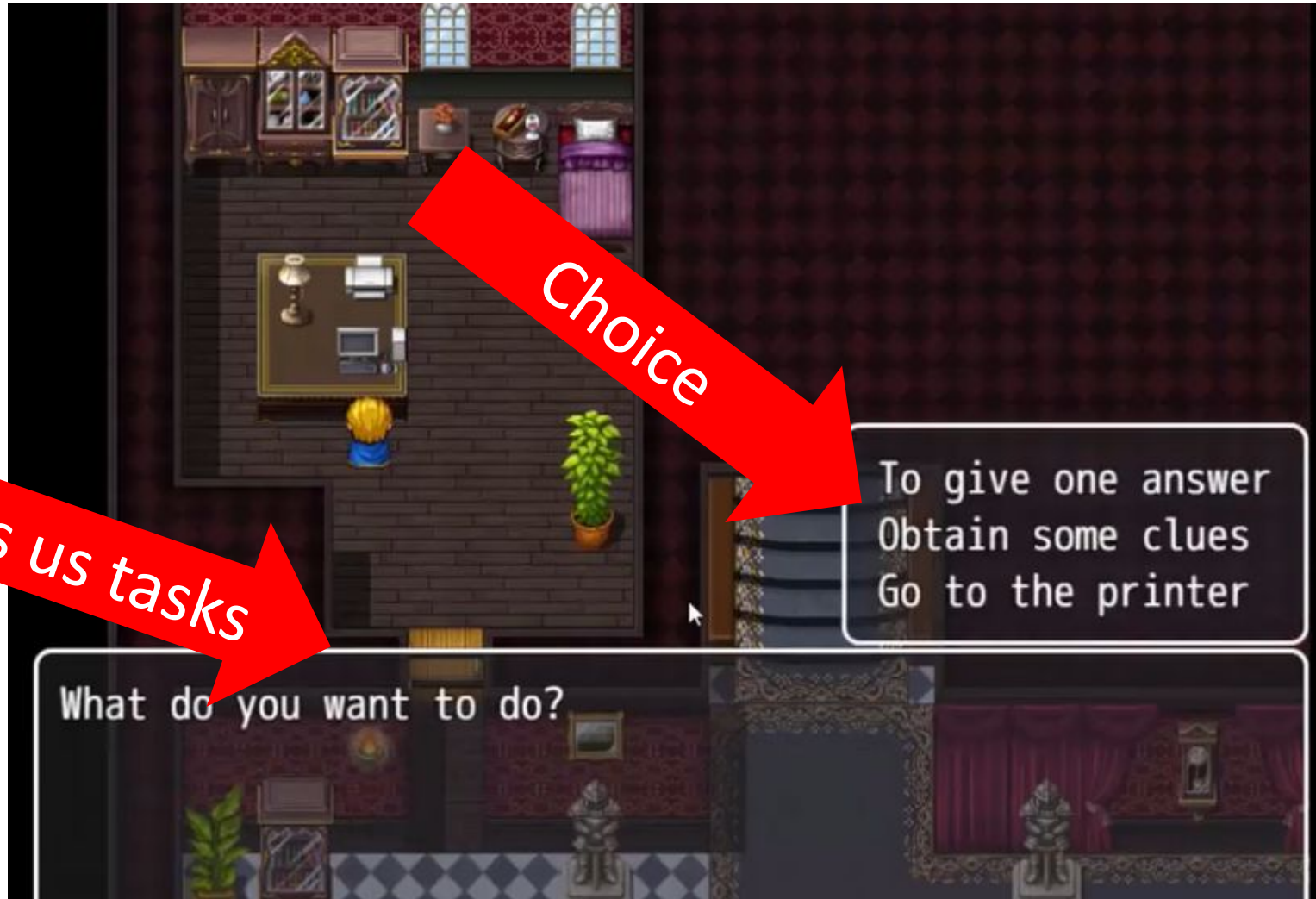
[Play Now](#)



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Teacher's platform



- You can customize it!
- Easy to use!
- Structure is set, the questions can be changed!

Editing the house: Entrepoly Casino House Room 1

House information
Define this house name

House name

Entrepoly Casino House Room 1

Available questions
Define the questions available for this type of house

Add new question

Add new question

Answers
Please also mark the correct answer

☐ Answer 1
Dialog for this answer

☐ Answer 2
Dialog for this answer

☐ Answer 3
Dialog for this answer

☐ Answer 4
Dialog for this answer

Add this question

Challenges in the classroom



- A.k.a. Lessons Learned
- „Easy to use!” – **Not really**
- „Structure is set, the questions can be changed!” – **Takes immense amount of TIME**
- Students (all of us) want to **cheat the system**
- Requires highly **professional** teaching skills
- Dilemma: Use it to substitute **1 task, 1 class, 1 semester?**

**Thank you for
your attention!**

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