

YOUTH PRACTITIONER'S HANDBOOK

**Eco-Social Entrepreneurship
with Eco-SE-E-lab**



Co-funded by
the European Union

| | |
|--|-----------|
| THE PURPOSE OF THIS HANDBOOK | 3 |
| INTRODUCTION TO ECO-SE-E-LAB | 3 |
| DIGITAL BADGES FOR RECOGNITION OF ACHIEVEMENT AND SKILLS | 5 |
| THE GAME DESCRIPTIONS AND GUIDELINES FOR FACILITATION | 9 |
| About the games | 9 |
| How to enable macro in PowerPoint games? | 10 |
| Game Format Key | 11 |
| THE E-LEARNING MODULES: DIGITAL GAMES | 12 |
| Save the Green Zone | 13 |
| Strategize | 15 |
| Business dates | 17 |
| A Healthy Mindset - A Successful Workplace | 20 |
| Naturabliss | 22 |
| Business Through Ethical Lens | 24 |
| Leadership in Eco-Social Entrepreneurship | 26 |
| Time is Money | 28 |
| Saving the World | 30 |
| Digital Labyrinth | 32 |
| Starting a Business | 34 |
| What is teamwork? | 36 |
| Sea Endeavour | 38 |
| Caribbean island | 40 |
| Zero waste game | 42 |
| Running an Ecological Research Centre | 44 |
| Are you ready to handle your first budget? | 46 |
| Love food, hate waste | 48 |
| INTEGRATING ECO-SE-E-LAB INTO TRAINING COURSES FOR YOUNG PEOPLE | 51 |
| CONCLUSION AND RECOMMENDATIONS | 54 |

The purpose of this Handbook

This Handbook is developed as a tool for youth practitioners, interested in teaching eco-social entrepreneurship topics to young people aged 18-30 years old. It's a resource designed to be used with the digital gamified Eco-SE-E-lab platform designed to empower youth in the field of eco-social entrepreneurship through virtual games and challenges.

The purpose of this handbook is to assist youth practitioners with information, instructions and tips on using the E-lab and all of its modules in the most optimal way, to successfully facilitate eco-social entrepreneurship education to young people around the world.

Introduction to Eco-SE-E-lab

Eco-SE-E-lab is an innovative and interactive platform designed to empower youth in the field of eco-social entrepreneurship. Developed as part of the BC4ESE Erasmus+ Capacity Building project, Eco-SE-E-lab offers a comprehensive suite of educational resources tailored to foster entrepreneurial skills and environmental awareness among young learners.

Eco-SE-E-lab is a dynamic online platform featuring 18 gamified educational modules, each meticulously crafted to immerse users in the realm of eco-social entrepreneurship. Through a blend of interactive games, virtual challenges, and digital activities, participants embark on a journey to explore the principles, practices, and real-world examples of eco-social entrepreneurship.

Eco-SE-E-lab is a dynamic online hub consisting of 18 engaging educational modules, each crafted to provide immersive learning experiences. These modules encompass a diverse range of formats, including interactive games, digital tools, and gamified activities, aimed at equipping users with the knowledge and skills needed to thrive in the world of eco-social entrepreneurship.

Key Features:

- Educational Games: Explore 6 captivating escape rooms that delve into the intricacies of eco-social entrepreneurship, challenging participants to think critically and creatively.
- Digital Gamified Tools/Resources: Access 6 interactive resources designed to facilitate learning on key eco-social entrepreneurship concepts, from business planning to sustainability skills.

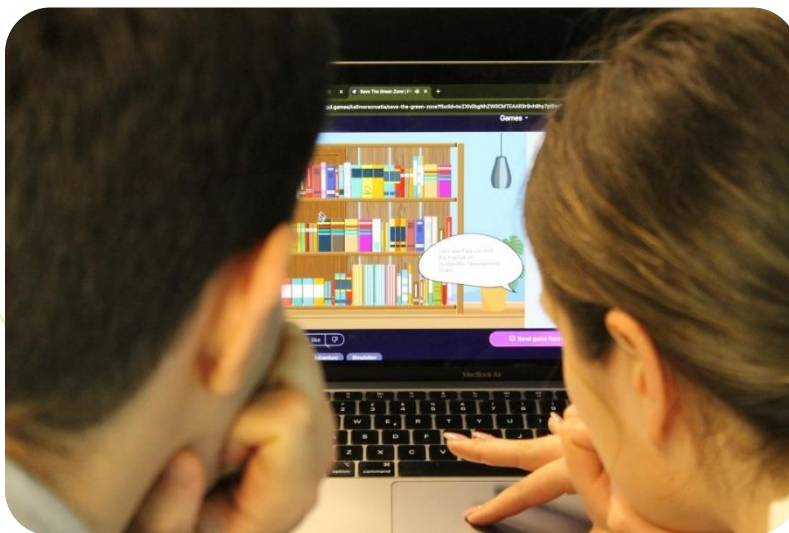
- Digital Gamified Activities: Engage in 6 dynamic activities that encourage hands-on learning and collaborative problem-solving in eco-social entrepreneurship topics.

Built on the principles of game-based education, role-model learning, and e-learning methodologies, Eco-SE-E-lab offers a unique blend of interactive and experiential learning. Participants are encouraged to explore real-world scenarios, analyse case studies, and make informed decisions, thereby honing their entrepreneurial mindset and environmental consciousness.

By engaging with Eco-SE-E-lab, users will develop a range of competences essential for success in eco-social entrepreneurship, including green skills, financial management, marketing planning, teamwork, and decision-making. Through active participation and hands-on activities, learners will gain practical insights and inspiration to drive positive change in their communities.

At Eco-SE-E-lab, user engagement is paramount. Through interactive elements such as quizzes, challenges, and decision-making scenarios, participants are empowered to take ownership of their learning journey. The platform encourages exploration, experimentation, and collaboration, fostering a dynamic and immersive learning experience for all users.

Embark on your eco-social entrepreneurship journey with Eco-SE-E-lab today. Dive into our educational modules, engage with interactive content, and unlock the knowledge and skills needed to make a difference in the world. Join us in shaping a sustainable future through innovation and entrepreneurship.



Access the virtual learning lab Eco-SE-E-lab here: <https://ecosocent.eu/o3-interactive-web-platform-eco-se-e-lab/>

Digital Badges for Recognition of Achievement and Skills

In today's digital age, traditional methods of recognising achievement and skills have evolved to meet the needs of learners in diverse fields. Digital badges have emerged as a powerful tool for acknowledging and validating competences acquired through various educational experiences, including online platforms like Eco-SE-E-lab.

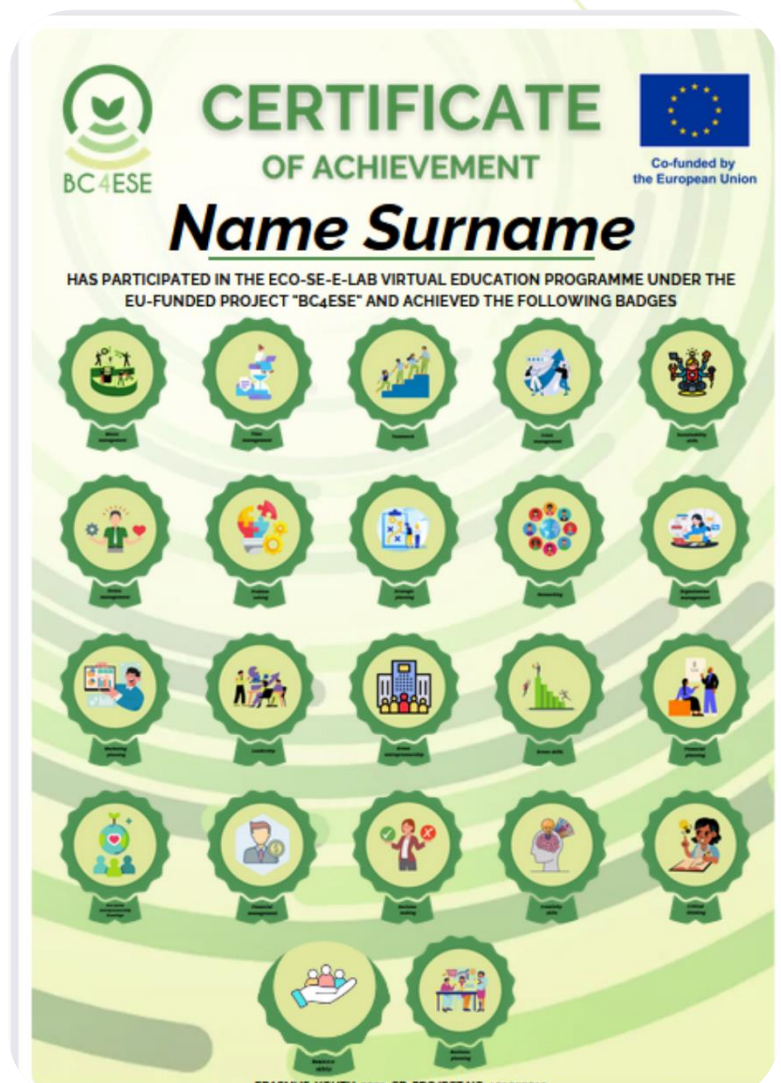
What are Digital Badges?

Digital badges are virtual representations of achievements, skills, or competencies earned by individuals through learning experiences. These badges typically contain metadata that provides detailed information about the criteria for earning the badge, the issuer, and the skills or competencies demonstrated.

Benefits of Digital Badges:

Digital badges can be easily shared across digital platforms, including social media, e-portfolios, and professional networking sites, allowing individuals to showcase their accomplishments to a wider audience. Unlike traditional credentials, digital badges offer granular recognition of specific skills or competencies, enabling learners to highlight their strengths and areas of expertise in a more targeted manner.

The gamified nature of digital badges, combined with visual elements and clear pathways for achievement, can enhance learner



motivation and engagement, driving continued participation and skill development.

The metadata embedded within digital badges provides verification of the issuer and the criteria for earning the badge, enhancing the credibility and trustworthiness of the credentials.

Digital Badges on Eco-SE-E-lab:

Within the Eco-SE-E-lab platform, digital badges play a crucial role in recognising the achievements and skills acquired by participants through their engagement with the educational modules. By completing games, challenges, and activities, learners earn specific digital badges validating their acquired competencies in eco-social entrepreneurship and related fields.

The players can earn up to 22 badges, by winning 3-4 badges per game. The following badges are obtainable through the platform:

- Eco-social entrepreneurship knowledge: Understanding the principles, practices, and challenges of eco-friendly and socially responsible entrepreneurship.
- Green entrepreneurship: Proficiency in developing and managing businesses that prioritise environmental sustainability and social impact.
- Green skills: Acquiring practical skills related to sustainable practices, renewable energy, waste reduction, and resource conservation.
- Networking: Developing the ability to build and maintain professional relationships for collaboration, partnerships, and resource sharing.
- Business planning: Mastery in creating comprehensive business plans, including market analysis, financial projections, and strategic goals.
- Organization management: Competence in effectively managing resources, operations, and personnel within an organization or enterprise.
- Financial management: Proficiency in managing finances, budgeting, accounting, and financial decision-making for sustainable growth.
- Financial planning: Skill in developing financial strategies, setting financial goals, and allocating resources efficiently.
- Marketing planning: Expertise in developing marketing strategies, branding, promotion, and communication to reach target audiences effectively.
- Strategic planning: Competence in formulating long-term strategies and setting objectives to achieve sustainable growth and impact.
- Problem-solving: Ability to identify, analyse, and resolve complex problems and challenges encountered in eco-social entrepreneurship.
- Critical thinking: Aptitude for evaluating information, analysing situations, and making reasoned judgments and decisions.
- Time management: Efficiency in prioritizing tasks, managing schedules, and maximizing productivity to meet deadlines and goals.

- Waste management: Proficiency in implementing practices for waste reduction, recycling, and sustainable waste disposal.
- Sustainability skills: Mastery of practices and principles that promote environmental sustainability, social equity, and economic viability.
- Creativity skills: Development of innovative ideas, solutions, and approaches to address challenges and seize opportunities in eco-social entrepreneurship.
- Stress management: Ability to cope with and mitigate stress, maintain resilience, and foster well-being in the entrepreneurial journey.
- Business ethics: Understanding and adherence to ethical principles and values in business practices, decision-making, and stakeholder interactions.
- Decision making: Capacity to make informed, ethical, and effective decisions in various aspects of eco-social entrepreneurship.
- Leadership: Aptitude for inspiring, motivating, and guiding individuals and teams toward shared goals and vision in eco-social ventures.
- Teamwork: Collaboration mastery in working effectively with others, fostering teamwork, and leveraging collective strengths for success.
- Crisis management: Competence in navigating and mitigating crises, adapting to unforeseen challenges, and maintaining resilience in the face of adversity.

Earning Digital Badges:

Participants in Eco-SE-E-lab earn digital badges by completing various learning activities and assessments within the platform. Each badge corresponds to specific competencies or achievements, providing learners with tangible evidence of their progress and accomplishments.

Utilizing Digital Badges:

Upon earning digital badges on Eco-SE-E-lab, participants have the opportunity to showcase their achievements in a variety of contexts. Whether applying for jobs, pursuing further education, or networking with peers, digital badges serve as valuable credentials that demonstrate skills, knowledge, and commitment to eco-social entrepreneurship. Upon earning a badge, participants can effortlessly integrate it into their professional portfolio by accessing the badge icon on the platform. With a simple click, they are directed to a [Canva template site](#), where they can select "Use as template" to initiate the process of customising their personalised certificate. By uploading their earned badges onto this platform, participants can create a visually compelling



showcase of their accomplishments, reinforcing their credibility and enhancing their professional reputation.

Digital badges offer a flexible and effective means of recognizing and validating the achievements and skills acquired through online learning experiences. By incorporating digital badges into the Eco-SE-E-lab platform, we aim to empower learners to showcase their expertise and contribute to the advancement of eco-social entrepreneurship globally.



The game Descriptions and Guidelines for Facilitation

About the games

Embark on a journey into the world of eco-social entrepreneurship through our engaging and educational games on the [Eco-SE-E-lab platform](#). Designed to inspire, educate, and empower participants, these interactive modules offer a dynamic learning experience that combines fun gameplay with valuable insights into sustainable business practices.

From immersive escape rooms to gamified tools and activities, each game presents a unique opportunity to explore the challenges and opportunities of eco-social entrepreneurship. Delve into real-life scenarios, navigate complex decisions, and hone essential skills such as critical thinking, problem-solving, and teamwork.

Whether you're a novice eager to learn about green entrepreneurship or a seasoned professional looking to enhance your expertise, our games cater to a diverse range of interests and skill levels. Join us on this transformative journey and unlock your potential to make a positive impact on the world.

Our games encompass a diverse range of formats, each offering a unique interactive experience. From PowerPoint games featuring macros ([see chapter on Macros](#)) and buttons to interactive PDFs with hyperlinks, and online browser-accessible games, our collection caters to various preferences and platforms.

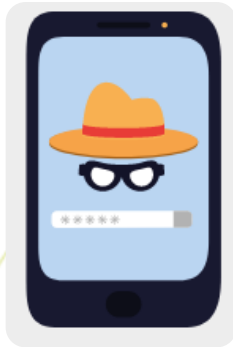
Additionally, we offer interactive videos on YouTube and digital challenges crafted with third-party game generator websites. This eclectic mix ensures that participants can engage with our content seamlessly across different mediums, enhancing their learning experience and enjoyment.

Our games not only come in diverse formats but also offer different gameplay options to suit various preferences and group dynamics. There are 4 types of game-plays available:

- Individual Play: Almost all games are designed to be played individually, allowing participants to engage with the content at their own pace and convenience.
- Group or Pair Play: The majority of our games can be played in groups or pairs, fostering collaboration and interaction among participants.
- Specific Number of Participants: Some games are structured to be played with a specific number of participants per team, ensuring an optimal experience and balance during gameplay.
- Facilitation Required: Additionally, a few of our games require facilitation, where an instructor guides participants through the game to enhance learning outcomes and facilitate discussions.

This variety ensures that our games cater to different preferences and group sizes, offering flexibility and inclusivity in learning.

How to enable macro in PowerPoint games?

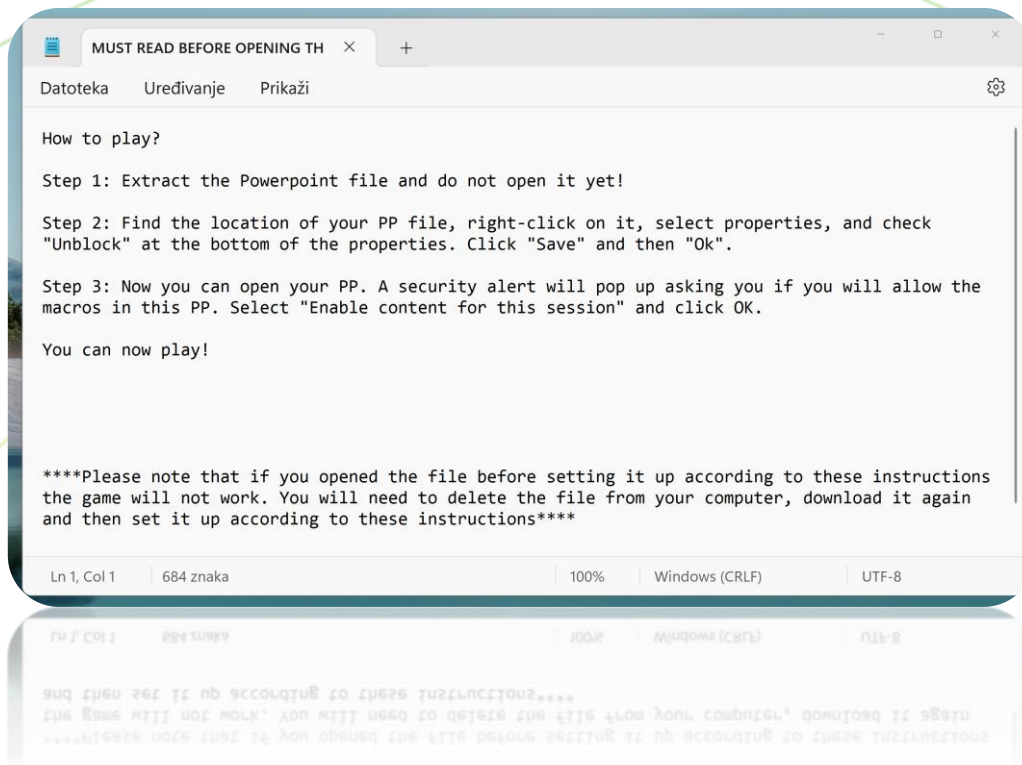


In PowerPoint, a macro is a series of commands and actions that are recorded and saved for automated execution. Macros allow users to automate repetitive tasks, such as formatting, creating interactive elements, or performing calculations. By recording a sequence of actions, users can create macros to streamline their workflow and increase efficiency. These macros can then be assigned to buttons or keyboard shortcuts for easy access, enabling users to perform complex tasks with just a click or keystroke.

In our game design, we leverage macros within PowerPoint to create coded game elements. These elements present challenges to participants, who must solve them in order to receive a code. This code is necessary for advancing to the next phase of the game or for achieving victory. Macros enable us to add interactive and dynamic components to our games, enhancing engagement and providing opportunities for problem-solving and critical thinking.

Our games developed with Macros come in a **.rar file format**. Upon download, the player must unzip the file that contains the game in PowerPoint and a Text file with instructions. In the games developed with macros, **players must follow the instructions** provided in the accompanying document.

This document outlines the necessary steps to enable macros on their computer, which are essential for the game to function properly. **Failure to follow these instructions may result in the player being unable to play the game.** Therefore, it's important for players to carefully read and adhere to the instructions to ensure a seamless gaming experience. Please also note, that if the player started the game before enabling macro they will not be able to enable macros in the game again. So they will need to erase the previous version and download the game again. See the image below with the Read me document that contains instructions for such games:



Game Format Key

The game format keys provide a visual representation of how each game within the platform can be played. Within the following sections the reader will find icons designated for each of the games. Here's an explanation of each icon:



Icon of a single player: This icon indicates that the game is designed to be played individually, with a single participant engaging with the game content.



Icon of 2 players: This icon signifies that the game requires players to participate in teams or pairs. It suggests a collaborative approach where two individuals work together to navigate the game challenges.



Icon of a facilitator: This icon denotes that the game necessitates the presence of a facilitator during gameplay. The facilitator's role is to guide and support participants throughout the gaming experience, ensuring smooth progress and effective engagement.

THE E-LEARNING MODULES: DIGITAL GAMES

The screenshot shows the 'Eco-SE-E-lab' web platform. At the top, there is a navigation bar with 'HOME', 'ABOUT THE PROJECT', 'PROJECT RESULTS', and 'CONSORTIUM', along with social media icons for Facebook, Instagram, and YouTube. The BC+ESE logo is on the left, and the 'Co-funded by the European Union' logo is on the right. The main heading is 'O3: Interactive web platform "Eco-SE-E-lab"'. Below this, two paragraphs describe the platform's features: 18 educational modules for immersion in eco-social entrepreneurship, and a narrative gameplay experience. Two icons are shown: an open book for a 'comprehensive users handbook' and a star for a 'digital certificate with badges'. A grid of 16 game thumbnails follows, including 'Starting a Business', 'Digital Labyrinth', 'Saving the World', 'Zero Waste Game', 'Running an ecological research centre', 'Are you ready to handle your first budget?', 'Love Food Hate Waste', 'Caribbean Island', 'What is a Teamwork?', 'Leadership in Eco-social Entrepreneurship', 'Business Budgets', 'Time is Money', 'Need a Hero?', 'Nature's Tax', 'Save the Green Zone', and 'Business Lab'. A large green 'PLAY NOW' button with a play icon and a mouse cursor is positioned at the bottom center.

HOME ABOUT THE PROJECT PROJECT RESULTS CONSORTIUM

BC+ESE Co-funded by the European Union

O3: Interactive web platform "Eco-SE-E-lab"

This interactive web platform features 18 engaging educational modules designed to immerse learners in the world of eco-social entrepreneurship. Each module is dedicated to instilling and promoting essential eco-social entrepreneurship topics and competences. Through a variety of online games, virtual challenges, and digital activities, participants explore the journeys of real-life eco-social entrepreneurs, drawn from insights gleaned from the ["Eco-social entrepreneurship analysis: needs, obstacles and good practices"](#) e-book.

Each gameplay experience offers a narrative showcasing one or several eco-social enterprises, carefully chosen as exemplary models for aspiring eco-social entrepreneurs. These modules are meticulously crafted based on educational scenarios outlined in the ["Gamified eco-entrepreneurship education"](#) e-book, aiming to both educate and inspire.

A comprehensive users handbook is also provided for individuals interested in either learning about or teaching eco-social entrepreneurship topics to youth.

Digital certificate with badges is available here. By completing games, learners earn specific digital badges that validate their acquired competences. The more games you win, the more badges you collect. Once you collect them simply upload them to your certificate!

STARTING A BUSINESS

DIGITAL LABYRINTH

SAVING THE WORLD

ZERO WASTE GAME

Running an ecological research centre

Are you ready to handle your first budget?

LOVE FOOD HATE WASTE

Caribbean Island

WHAT IS A TEAMWORK?

LEADERSHIP IN ECO-SOCIAL ENTREPRENEURSHIP

Business Budgets

Time is Money

Need a Hero?

Nature's Tax

SAVE THE GREEN ZONE

Business Lab

PLAY NOW

Save the green zone



"Save the Green Zone" is an online digital educational escape room designed to foster learning about eco-social entrepreneurship while engaging in problem-solving and critical thinking. Players are tasked with investigating company documents to solve puzzles and prevent an environmental catastrophe. Participants immerse themselves in the storyline of Humana Nova's discovery of a secret room and the impending environmental catastrophe. Working together, they unravel puzzles, analyse documents, and ultimately prevent disaster by deactivating the programming within the one-hour time limit.

Target Audience:

This game is suitable for youth practitioners and at least one participant (18-30 years old) interested in eco-social entrepreneurship, sustainable development, and environmental awareness. It can be played individually or in pairs/teams, allowing for flexibility in group size and dynamics.



Learning Outcomes:

- Gain a deeper understanding of eco-social entrepreneurship.
- Learn about the basic elements of a SWOT analysis specific to eco-social enterprises.
- Get inspired by real-life examples from Humana Nova, a Croatian eco-social enterprise.
- Develop entrepreneurial skills such as brainstorming, information gathering, critical thinking, analysis, problem-solving, and group building (if played cooperatively).

How to Play:

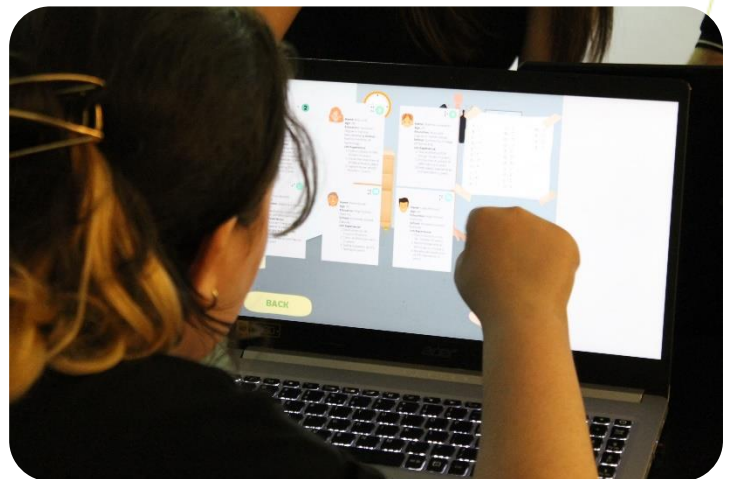
1. Divide participants into pairs or teams of no more than 16 persons.
2. Start the **GDevelop game** on a computer or tablet.
3. Engage the players in gameplay for 15-30 minutes, solving puzzles and finding clues within the digital escape room.
4. Players must investigate company documents, rearrange SWOT analysis, understand sustainable development goals, and decipher CVs to find the code that deactivates the environmental catastrophe program.
5. The goal is to prevent the recycling machine from causing an environmental disaster within the one-hour time limit.

Tips for Facilitation:

- Encourage collaboration and teamwork among participants.
- Provide guidance and assistance when needed, without giving away solutions.
- Encourage the players to return back a few steps when they get stuck on a puzzle
- Foster discussion and reflection on the eco-social entrepreneurship concepts explored during the game.
- Consider organising a friendly competition among groups or players to add excitement and motivation. This can enhance engagement and encourage participants to apply their problem-solving skills more dynamically.

Follow-Up Activities:

- Organize a debrief session to discuss insights gained from the game.
- Encourage participants to explore further resources on eco-social entrepreneurship and sustainable development.
- Facilitate discussions or activities related to real-life applications of the game's concepts in their communities.



Duration:

- 5-10 minutes for the introduction
- 15-30 minutes for gameplay
- 15-30 minutes discussion (optional)

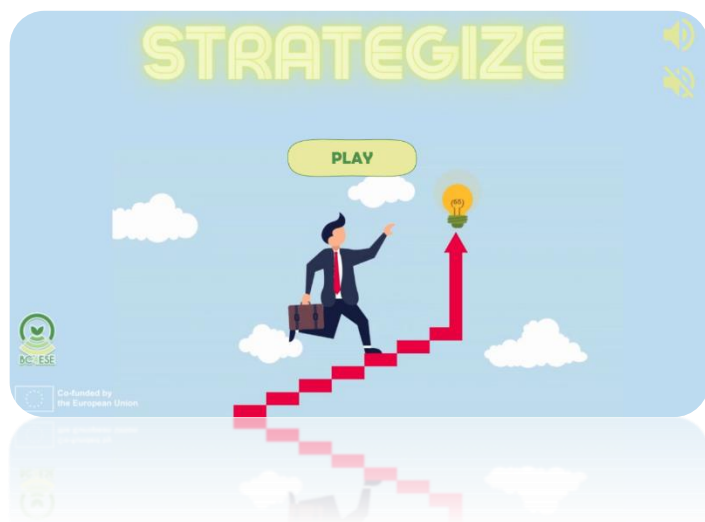
Strategize



"Strategize" is an online digital educational game designed to teach players about strategic planning in entrepreneurship through the analysis of real eco-social enterprises. Players engage in brainstorming, information gathering, critical thinking, and problem-solving to develop SWOT analyses for three different companies. Participants immerse themselves in the profiles of real eco-social enterprises and work together to analyse the provided information. By rearranging facts into SWOT analyses, they develop strategic insights and learn valuable lessons about entrepreneurship and sustainable business practices.

Target Audience:

This game is suitable for youth practitioners and at least 1 participant (18-30 years old) interested in entrepreneurship, strategic planning, and eco-social enterprises. It can be played individually or in pairs/teams, allowing for flexibility in group size and dynamics.



Learning Outcomes:

- Gain a deeper understanding of eco-social entrepreneurship.
- Learn the basic elements of a SWOT analysis specific to eco-social enterprises.
- Get inspired by real-life examples of eco-social enterprises from Europe and Asia.
- Understand the difference between internal and external factors necessary for developing a business strategy.
- Improve entrepreneurial skills such as brainstorming, information gathering, critical thinking, analysis, and problem-solving.

How to Play:

1. Players can engage in the game individually or in pairs/teams. Explain the basic concept of SWOT in brief and then instruct the players to start the **Strategize game**.
2. The game consists of three parts:
Explanatory scene introducing the basics of SWOT analysis and the game's objectives. Profiles of three real eco-social companies: Sfera Visia (Croatia), Brigadadomar (Portugal), and Various Coop (South Korea). Various facts about each company that players must rearrange to develop their SWOT analysis.
3. Players analyse the provided information and categorise it into strengths, weaknesses, opportunities, and threats.
4. There are indefinite attempts allowed until the player arranges the facts correctly for all three companies.
5. Upon completing all 3 challenges the player receives a 3-digit code necessary to unlock a file containing digital badges

Tips for Facilitation:

- Encourage participants to collaborate and discuss their insights and ideas.
- Provide guidance and assistance as needed, encouraging players to think critically about the information provided.
- Foster discussion and reflection on the strategic planning concepts explored during the game.
- Consider organizing a friendly competition among groups or players to enhance engagement and motivation.

Follow-Up Activities:

- Facilitate a debrief session to discuss the insights gained from the game and how they can be applied in real-life entrepreneurial endeavours.
- Encourage participants to research additional eco-social enterprises and develop their own SWOT analyses.
- Encourage participants to come up with additional SWOT elements for the game
- Explore further resources on strategic planning and entrepreneurship for continued learning.

Duration:

- 5-10 minutes for the introduction
- 15-30 minutes for gameplay
- 15-30 minutes discussion (optional)

Business dates



"Business Dates" is an online digital educational activity based on blended learning principles that simulates a speed networking event based on role-play principles and real eco-social companies. Participants engage in role-play and storytelling to understand the main rules of successful networking in business. By analysing company profiles and engaging in structured interactions, players discover their perfect business match and explore potential alliances. Participants immerse themselves in the role of company representatives, engaging in lively discussions and sharing insights about their businesses. Through structured interactions and careful evaluation, players discover their ideal business matches and explore exciting opportunities for collaboration and growth.

Target Audience:

This activity is suitable for youth practitioners and 6 participants or 6 groups of participants (18-30 years old) interested in entrepreneurship, networking, and eco-social enterprises.



Learning Outcomes:

- Gain a deeper understanding of the purpose and importance of networking in business.
- Learn about the main areas of focus when building business networks, including values, needs, and future goals.
- Understand the concept of speed networking and its usability in business contexts.
- Get inspired by real eco-social enterprises from Croatia, Bosnia, Serbia, Montenegro, Belgium, and Cyprus.
- Improve entrepreneurial skills such as creativity, information gathering, memory, critical thinking, analysis, problem-solving, networking, and group building.

How to Play:

1. The facilitator explains the main rules of networking in business and provides an overview of the activity. The facilitator must view the game before playing to set the room's layout accordingly. The facilitator then splits the participants into 6 groups, 6 pairs or 6 individuals then starts the **Business dates game**.
2. The game is a video. At the beginning of the video, the players are introduced to the concepts of Networking and Business speed dating. During the gameplay, each player/group of players receives a QR code to access an infographic containing a profile of a real eco-social company. Players study the infographic to prepare for role-play.
3. Players then follow instructions to engage in a series of short (3-minute) meetings with each other, presenting their company's main work, future goals, and values.
4. After the networking rounds, players evaluate potential business matches based on their interactions and choose one business partner.
5. Players are invited to explain their choices while the facilitator analyses the responses and leads a discussion on the best business matches, exploring potential alliances and partnerships. The optimal business matches can be found below:



One produces organic foods in Bosnia and the other offers an internet platform solution for marketing and selling such products in Montenegro. These companies could initiate a join alliance in order for Greens to expand to neighboring country while Seljak.me can get an additional supplier and also expand regionally.



One uses discarded objects to create new value from them but mostly for furniture and other design pieces, the other found creates pencils and crayons made of recycled newsprint. Companies can join forces and contribute to each other's production, marketing and overall sales reach.



One is focused on marketing artisanal products and other creates learning programmes and educational resources for artists in order to help them increase their entrepreneurial skills to ensure sustainability in the artistic sector. They can build an alliance in order to work together and create a comprehensive aid strategy for the purpose of benefiting the arts sector both through education and marketing.

Tips for Facilitation:

- Encourage active participation and engagement during the speed networking rounds.
- Provide guidance and support to players as they navigate their interactions and evaluate potential matches.
- You can also double the rounds so that each player/group meets each player/group.
- Foster open discussion and reflection on the networking experience and the potential for future collaborations.
- Do not disregard the participants' choices before understanding the rationale behind them. There are no wrong answers, only more suitable ones.

Follow-Up Activities:

- Facilitate further discussions or activities to explore potential alliances and partnerships among participants.
- Encourage participants to research additional eco-social enterprises and explore opportunities for collaboration in their communities.
- Create additional profiles of other companies and create your version of the business dates game
- Provide resources or guidance on networking strategies and best practices for future professional endeavours.

Duration:

- 5 minutes for the introduction
- 20-45 minutes for gameplay
- 15-30 minutes discussion (optional)



A Healthy Mindset - A Successful Workplace



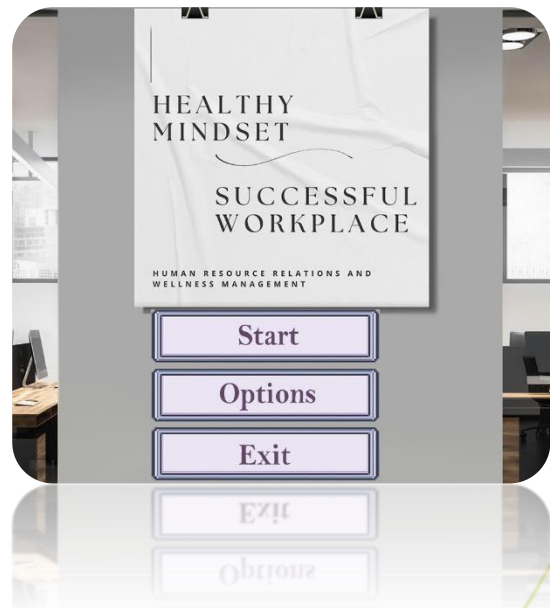
"A Healthy Mindset - A Successful Workplace" is an online simulation game that puts players in the role of an employee of a social enterprise. As an office employee, player must complete basic office tasks within a specified time frame while managing their stress levels through stress management techniques. Participants immerse themselves in the role of office employee navigating various workplace challenges and dynamics. Through strategic decision-making and effective stress management, players learn valuable skills for creating a successful and healthy workplace environment.

Target Audience:

This game is suitable for youth practitioners and at least 1 participant aged 18-30 years old interested in workplace dynamics, stress management, conflict resolution, and improving overall well-being in professional settings. It can be played individually or in pairs/teams, allowing for flexibility in group size and dynamics.

Competences Gained:

- Improved time management and planning skills through task completion within time constraints.
- Enhanced ability to resolve conflicts assertively and productively, fostering a positive workplace environment.
- Deepened empathy and understanding towards office employees and employees in general, leading to better interpersonal relationships.
- Improved problem-solving, critical thinking, analysing, and information-gathering skills through managing office events and employee needs.
- Heightened awareness of one's well-being through stress management techniques and maintaining a healthy work-life balance.
- Participants learn about real examples of eco-social enterprises



How to Play:

1. Explain the background of the game and its purpose.
2. Instruct the participants to start the **Healthy mindset game**.
Upon starting the game, players walk around the office and interact with colleagues to receive a list of tasks to complete within a set period.
3. While completing tasks, players must manage their stress levels by using stress management techniques.

Tips for Facilitation:

- Encourage players to prioritise tasks effectively and utilise stress management techniques to maintain a healthy mindset.
- Guide them in making decisions that prioritise employee well-being and productivity.
- Foster discussion and reflection on workplace dynamics, conflict resolution, and stress management strategies.



Follow-Up Activities:

- Organize debrief sessions to discuss insights gained from gameplay and real-life applications in workplace scenarios.
- Facilitate discussions on effective time management, conflict resolution, and stress management techniques.
- Provide resources and tools for further development of the workplace skills and well-being strategies.

Duration:

- 5 minutes for the introduction
- 10-30 minutes for gameplay
- 15-30 minutes discussion (optional)

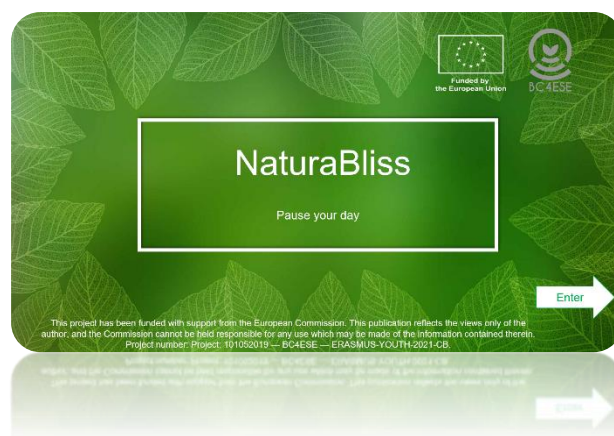
Naturabliss



"NaturaBliss" is an interactive PowerPoint game dedicated to promoting relaxation and eco-awareness. Through a combination of relaxation exercises and eco-education challenges, users embark on a transformative journey to unwind and deepen their connection with the environment.

Target Audience:

This game is suitable for youth practitioners and individual participants aged 18-30 years old interested in relaxation techniques, stress management, eco-awareness, and fostering a deeper connection with nature. The game should be played individually but it can also be played in pairs or smaller teams, allowing for flexibility in group size and dynamics.



Competences gained:

- Participants gain an understanding of eco-friendly practices, including identifying eco-conscious businesses and green spaces, as well as the importance of environmental sustainability.
- Learn practical stress management techniques, such as meditation, breathing exercises, and outdoor relaxation activities, which can be applied to daily life.
- Understand the physical and psychological benefits of spending time in nature while learning how to do so in an environmentally responsible manner.
- Explore how the environment can contribute to personal fulfilment and well-being, nurturing a stronger bond with the world around you.
- Participants learn about real examples of eco-social enterprises

How to Play:

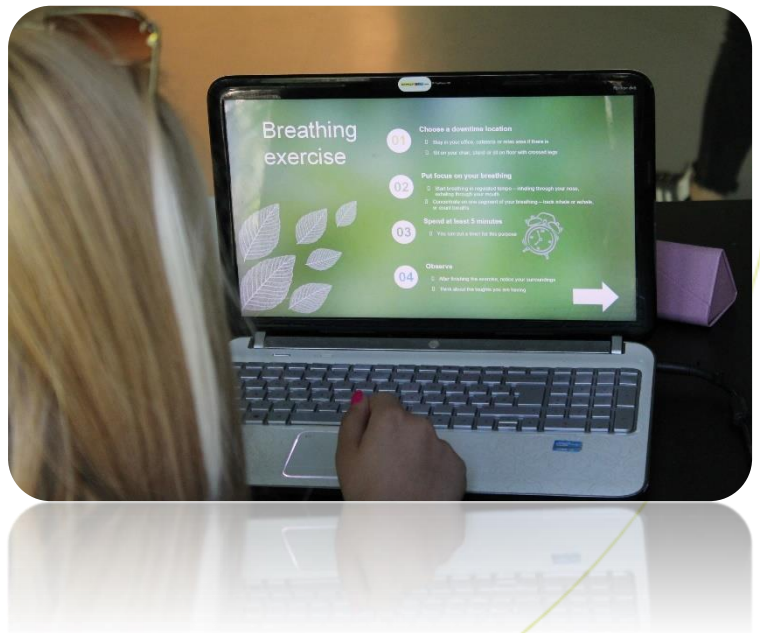
1. Start the interactive **PowerPoint presentation Naturabliss**.
2. Users explore curated relaxation spots and tranquil settings within the game and engage in guided meditation, mindfulness practices, and eco-awareness challenges.
3. Players must complete relaxation exercises and eco-awareness challenges to progress through the game.

Tips for Facilitation:

- Encourage users to immerse themselves fully in the relaxation exercises and eco-awareness challenges.
- Provide guidance and support as needed to ensure participants understand and engage with the content effectively.
- Foster a positive and supportive environment to enhance the overall experience for all participants.

Follow-Up Activities:

- Organize debrief sessions to discuss insights gained from the game and reflections on personal experiences.
- Encourage participants to incorporate relaxation techniques and eco-awareness practices into their daily lives.
- Provide additional resources or activities to further explore topics related to relaxation, eco-awareness, and nature appreciation.



Duration:

Exercises and activities within "NaturaBliss" can vary in length from 15 minutes to multiple hours, providing flexibility for users to customize their experience.

Business Through Ethical Lens



"Business Through Ethical Lens" is an interactive Macro-enabled PowerPoint escape room game designed to test participants' ethical decision-making skills in business scenarios. The player must navigate through 3 different ethical dilemmas to demonstrate their understanding of business ethics and decision-making under pressure.

Target Audience:

This game is suitable for youth practitioners and at least one participant aged 18-30 years old interested in entrepreneurship, eco-entrepreneurship, business ethics, and critical thinking. It can be played individually or in pairs/teams, allowing for flexibility in group size and dynamics.



Competences Gained:

- Participants gain insights into ethical considerations and dilemmas commonly faced in business environments.
- Participants develop skills in assessing and making ethical decisions in various business scenarios.
- Participants learn about real examples of eco-social enterprises

How to Play:

1. Briefly explain what ethics in business is. Instruct the participants to open the **Business Through Ethical Lens game** and assist them with **enabling Macros. The** facilitator can choose whether one player or a group solves all 3 scenarios or 3 persons per group solve 1 scenario each.
2. During the game participants are introduced to three business cases presented within the interactive PowerPoint game.

3. Participants review each business case and spend 5 minutes thinking about how they would respond if they were in the position of managers or directors.
4. Participants must then pass quick ethical tests within the challenges of the game to progress through each scenario and exit the room.
5. After completing the game, participants engage in a discussion about their actions and the ethical implications of the scenarios.

Tips for Facilitation:

- Provide clear instructions for opening the game.
- Encourage participants to carefully consider the ethical implications of each scenario before making decisions.
- Provide support and guidance as needed to ensure participants understand the ethical principles at play.
- Foster a respectful and open-minded environment for discussion to encourage reflection and learning.



Follow-Up Activities:

- Organize a debrief session to discuss participants' actions and the ethical considerations in each scenario.
- Encourage participants to apply the ethical decision-making skills learned in the game to real-life business situations.
- Provide additional resources or case studies for further exploration of business ethics topics.

Duration:

- 5-10 minutes for the introduction
- 20-30 minutes for gameplay
- 15-30 minutes discussion (optional)

Leadership in Eco-Social Entrepreneurship



"Leadership in Eco-Social Entrepreneurship" is a combined online and digital game designed as an interactive PowerPoint and an online quiz designed to enhance participants' understanding of organizational management, waste management, and eco-social leadership. Through video content and a fill-in-the-blanks exercise, participants engage in experiential learning to deepen their knowledge of key concepts in eco-social entrepreneurship leadership.

Target Audience:

This game is suitable for youth practitioners and participants aged 18-30 years old interested in eco-social entrepreneurship, organizational management, and environmental sustainability. It can be played individually or in pairs/teams, allowing for flexibility in group size and dynamics.



Competences Gained:

- Participants gain insight into the key features and principles of organizational management through real-life examples of eco-social enterprises.
- Learn about the importance of waste reduction and recycling in preserving the environment and promoting sustainability.
- Develop an understanding of eco-social leadership principles and practices through text challenges on this topic.

How to Play:

1. Explain in brief the concept of the game.
2. Facilitate the participants to start the **Leadership game** and make sure to assist them with enabling Macros

3. During the game participants watch two videos—one focusing on organisational management of real eco-social enterprises and the other on waste management and its environmental impact.
4. In the last phase of the game participants receive a text with empty fields related to organisational management and waste management previously explored in the video. They must fill in the missing words based on the given context and arrange them properly. When arranged properly the first letter of each word can then be used for unlocking digital badges.
5. After completing the exercise, participants engage in discussion, either individually, in pairs, or in teams, to reflect on their learnings and insights from the activity.

Tips for Facilitation:

- Encourage active engagement and participation throughout the game.
- Provide clear instructions and guidance to ensure participants understand the objectives and tasks.
- Foster a supportive and collaborative environment where participants feel comfortable sharing their thoughts and insights.
- Use the discussion session to encourage critical thinking and deeper reflection on the topics covered in the game.

Follow-Up Activities:

- Organize a follow-up session to discuss participants' reflections on the exercise and its relevance to real-life scenarios.
- Encourage participants to explore additional resources or case studies related to eco-social entrepreneurship and leadership.
- Provide opportunities for participants to apply their learnings in practical settings, such as volunteering or internships in eco-social enterprises.



Duration:

- 5-10 minutes for the introduction
- 20-45 minutes for gameplay
- 15-30 minutes discussion (optional)

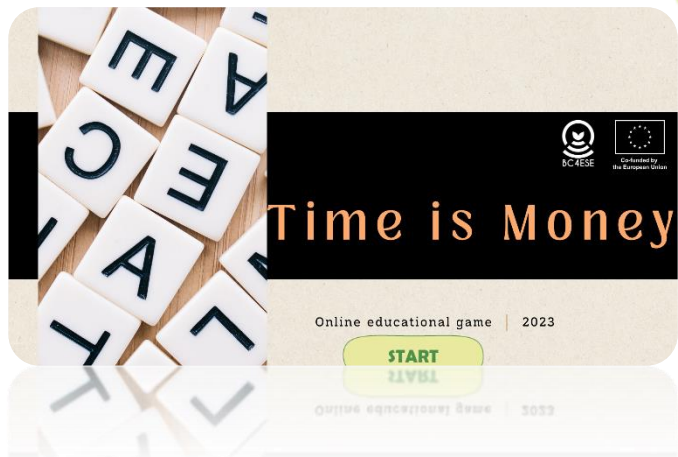
Time is Money



"Time is Money" is a Macro-enabled PowerPoint game challenge designed to familiarise participants with the basic concepts of time management. The game consists of two parts: a video introduction to SMART metrics and a crossword puzzle. Participants engage in an interactive learning experience as they complete the puzzle to unlock the code necessary to win digital badges.

Target Audience:

This game is suitable for youth practitioners and young people (18 – 30 years old) interested in improving their time management skills. It can be played individually or in teams/pairs of 2-3 persons, fostering collaboration and teamwork.



Competences Gained:

- Participants become familiar with the basic characteristics and elements of time management through engaging gameplay.
- The crossword puzzle format encourages participants to think about and study time management concepts, such as SMART metrics, fostering deeper understanding of the topic.
- Participants learn about real examples of eco-social enterprises

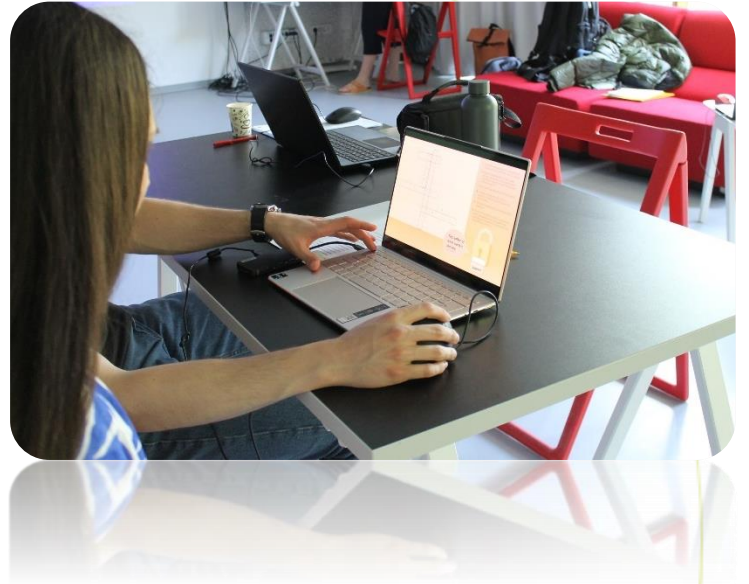
How to Play:

1. Ask the participants to start the **"Time is money" game** and make sure to assist them with enabling Macros.
2. During the game participants watch a video introduction to SMART metrics, which provides foundational knowledge on effective goal setting and time management.

3. Participants then must solve a crossword puzzle related to time management, using hints to identify key terms and concepts. Upon completion, they receive a code necessary to win digital badges.
4. Discussion (Optional): Participants have the option to engage in a discussion session to reflect on their learnings and share insights from the game.

Tips for Facilitation:

- Provide clear instructions for opening the game. Provide support through both the video viewing and crossword puzzle activity to ensure participants understand the objectives and tasks.
- Encourage active participation and teamwork, especially if playing in teams/pairs, to promote collaboration and shared learning.
- Offer support and guidance as needed during the puzzle-solving process, without giving away answers, to foster critical thinking and problem-solving skills.



Follow-Up Activities:

- Conduct a workshop on advanced time management techniques, including prioritization and planning.
- Have participants track their time over a week, followed by an analysis session to identify improvement areas.
- Facilitate a goal-setting session using the SMART framework, with periodic reviews to monitor progress.

Duration:

- 5-10 minutes for the introduction
- 10-25 minutes for gameplay
- 15-30 minutes discussion (optional)

Saving the World



"Saving the World" is an online educational escape room game where players must research and improve available technology to prevent an impending volcanic eruption while promoting sustainability and responsible resource management. Players navigate a virtual world threatened by the eruption, interacting with different biomes, plants, animals, and technologies to maintain sustainable lifestyle choices and prevent the environmental catastrophe.

Target Audience:

This game is suitable for youth practitioners and young people interested in sustainability, resource management, and problem-solving. It can be played individually or in groups of no more than 16 persons, fostering collaboration and group dynamics.



Competences Gained:

- Participants learn how to use resources responsibly to mitigate environmental impact and promote sustainability.
- Through gameplay, participants enhance entrepreneurial skills such as brainstorming, critical thinking, problem-solving, and group building, especially when played cooperatively.
- Participants learn about real examples of eco-social enterprises

How to Play:

1. Players spend 5 minutes preparing for the game, familiarizing themselves with the game's objectives and mechanics.
2. Facilitate the learners to start the **Saving the world game**
3. In the game, the players enter the virtual world and embark on a survival journey to prevent the volcanic eruption. They must interact with the

environment and make sustainable choices to maintain balance and prevent environmental damage.

4. completing the game, players engage in a discussion to reflect on their experiences, share insights, and discuss strategies for sustainable resource management.

Tips for Facilitation:

- Encourage active exploration and experimentation within the virtual world to promote engagement and learning.
- Emphasize the importance of teamwork and collaboration, especially in group settings, to achieve common goals and objectives.
- Provide guidance and support as needed, encouraging players to think critically and creatively to overcome challenges and obstacles.



Follow-Up Activities:

- Conduct a workshop on sustainability practices where participants explore various methods and technologies that promote responsible resource management.
- Assign participants to create a project plan for a hypothetical eco-social enterprise that addresses a local environmental issue, using principles learned from the game.
- Organize a visit to a local eco-friendly business or sustainable community project to see real-world applications of sustainable practices.
- Design role-playing scenarios where participants must make sustainable decisions in different crises, similar to the challenges faced in the game.

Duration:

- 5 minutes for the introduction
- 10-20 minutes for gameplay
- 15-30 minutes discussion (optional)

Digital Labyrinth



"Digital Labyrinth" is an interactive PowerPoint game designed for beginners who are new to social entrepreneurship or those interested in starting their social enterprise and learning about sustainable business practices. Players navigate a digital maze, where they must answer questions related to social entrepreneurship. Each correct answer leads them down the right path, while incorrect answers result in losing lives.

Target Audience:

This game is suitable for beginners in social entrepreneurship or anyone interested in learning about sustainable business practices. It can be played individually or in pairs/groups, accommodating various group sizes and promoting collaboration.



Competences Gained:

- Players gain insight and a deeper understanding of eco-social entrepreneurship and sustainable business practices through gameplay.
- Engaging in information gathering, critical thinking, analysis, and problem-solving, players enhance their entrepreneurial skills.
- Players learn about real eco-social enterprise from Cyprus

How to Play:

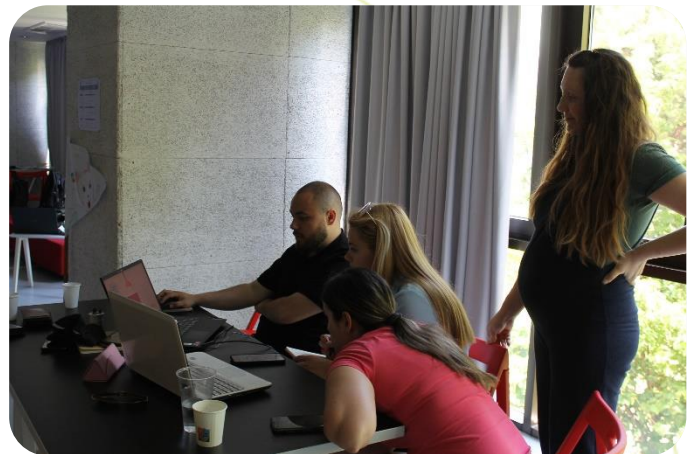
1. Spend 5 minutes preparing for the game, familiarising players with the rules and objectives.
2. Facilitate the players to download and open the **Digital labyrinth game**.
3. Players control a character in a digital maze and encounter questions related to social entrepreneurship. Correct answers lead them down the

right path, while incorrect answers result in losing lives and having to play again.

4. Discussion: After completing the game discuss players' experience and key learnings. Encourage players to share insights and reflections on social entrepreneurship and sustainable business practices.

Tips for Facilitation:

- Encourage players to actively engage with the questions and challenges presented in the game. Emphasise the importance of critical thinking and analysis.
- Offer feedback and guidance to players throughout the game. Use incorrect answers as opportunities for learning and encourage players to reflect on their mistakes.
- If playing in pairs/groups, encourage collaboration and teamwork.
- Offer a supportive and encouraging environment where players feel comfortable asking questions and seeking help.
- Celebrate players' achievements and milestones throughout the game. Recognize their progress and encourage them to keep going.



Follow-Up Activities:

- Conduct a brainstorming session having participants develop social enterprise ideas using sustainable practices from the game.
- Invite local social entrepreneurs to share their experiences and challenges.

Duration:

- 5 minutes for the introduction
- 10-20 minutes for gameplay
- 10-15 minutes discussion (optional)

Starting a Business



"Starting a Business" is an interactive PowerPoint game where players navigate through a city street filled with different shops, aiming to establish their own eco-friendly business. As players progress, they encounter various situations and must make decisions that impact their business and society. Through gameplay, players gain insights into eco-social entrepreneurship and develop basic entrepreneurial skills.

Target Audience:

This game is suitable for youth practitioners and at least one participant (18-30 years old) interested in eco-social entrepreneurship, sustainable development, and environmental awareness. The game can also be played in groups or pairs.



Competences Gained:

- Players gain insights into the principles of eco-social entrepreneurship and learn how to integrate environmentally friendly practices into their business ventures.
- Through gameplay, players enhance their entrepreneurial skills, such as information gathering, critical thinking, analysis, and problem-solving skills in the context of establishing an eco-friendly business.
- Players learn about real-life eco-social enterprises

How to Play:

1. Spend 5 minutes preparing for the game, explaining the rules and objectives to the player.
2. Instruct the players to open **Starting a business game.**
3. During the gameplay players control a character navigating through a city street, encountering different shops. They must choose one of three available stores to establish their eco-friendly business. Throughout the

game, players encounter various situations and make decisions that impact their business and society.

4. Discussion: After completing the game, discuss the player's experience and key learnings. Encourage reflection on the decisions made and their implications for eco-social entrepreneurship.

Tips for Facilitation:

- Encourage players to think strategically and consider the long-term implications of their decisions on their business and the environment.
- Offer feedback and guidance to the player throughout the game. Use each decision point as an opportunity for learning and reflection.
- Emphasize the importance of integrating eco-friendly practices into business operations. Encourage players to explore environmentally sustainable options in their decision-making.
- Encourage players to reflect on their decisions and consider alternative approaches. Discuss the rationale behind each decision and its potential impact on their business and society.

Follow-Up Activities:

- Organize a challenge where participants create and present innovative solutions to local environmental problems, applying eco-social entrepreneurship principles.
- Pair participants with experienced eco-social entrepreneurs for mentorship sessions, allowing them to gain deeper insights and practical advice.
- Create a role-playing scenario where participants must negotiate with various stakeholders, such as suppliers, customers, and local governments, to establish and grow their eco-friendly business



Duration:

- 5 minutes for the introduction
- 15-30 minutes for gameplay
- 10-15 minutes discussion (optional)

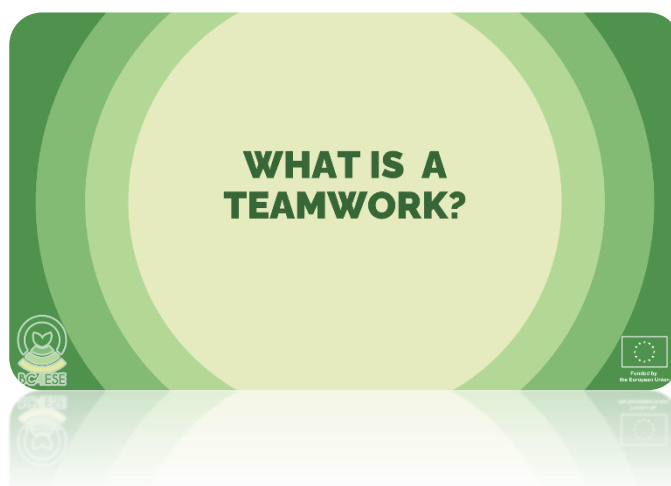
What is teamwork?



"What is teamwork?" is an interactive blended learning game designed to enhance participants' soft skills and emphasise the importance of teamwork in addressing challenges within the realm of eco-social entrepreneurship. Through a combination of interactive PowerPoint presentations and facilitated group work, participants engage in real-world eco-social entrepreneurship scenarios to develop collaborative solutions.

Target Audience:

This game is suitable for youth practitioners and at least 9 participants (18-30 years old) split in 3 groups interested in eco-social entrepreneurship, sustainable development, and environmental awareness. The number of players can be increased to 12 or 24, allowing for pairs or groups to represent one challenge each.



Competences gained:

- Deepened understanding of the purpose and significance of teamwork in eco-social entrepreneurship
- Acquisition of knowledge regarding key areas of focus in teamwork and individual roles within teams
- Ability to develop action plans based on available human resources to address challenges effectively
- Exposure to real-life examples of eco-social enterprises from diverse geographical regions, fostering inspiration and learning
- Development of positive interdependence, individual accountability, social skills, and group processing through collaborative efforts
- Improvement of entrepreneurial skills such as creativity, information gathering, critical thinking, analysis, problem-solving, networking, and group building

How to Play:

1. Begin by starting the **What is teamwork game** engaging participants with two videos showcasing examples of effective and ineffective teamwork.
2. Provide participants with three company profiles and allocate time for research.
3. Present each participant with a challenge to tackle within a team setting.
4. Facilitate group discussions to develop action plans for addressing the challenges, assigning roles, distributing tasks, and strategizing collaborative approaches.
5. Set a time limit of 15 minutes for teams to prepare their action plans.
6. Facilitate a debrief session to evaluate collaboration between teams and discuss the results.

Tips for Facilitation:

- Encourage active participation and communication within teams.
- Foster an inclusive and supportive environment for idea exchange.
- Provide guidance and assistance as needed, without imposing solutions.
- Encourage critical thinking and reflection on the teamwork process.
- Promote positive feedback and constructive dialogue during the debriefing session.



Follow-Up Activities:

- Organize reflective discussions to analyse the effectiveness of teamwork strategies employed during the game.
- Encourage participants to apply lessons learned from the game to real-world collaborative projects.
- Provide additional resources or readings on teamwork and eco-social entrepreneurship for further learning.

Duration:

- 15 minutes for preparation
- 40 minutes for gameplay
- 15 minutes for results and discussion

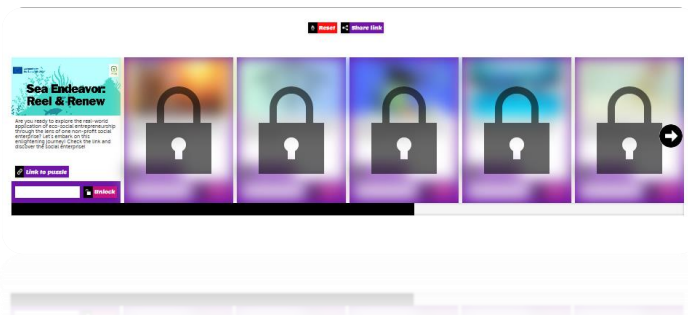
Sea Endeavour



"Sea Endeavour" is an online educational game designed to teach players about circular and social economy through the analysis of real eco-social enterprise. Players engage in information gathering and problem-solving to find out more about the real company, its establishment, development and purpose to make the marine ecosystem sustainable through circular and social economy solutions, at the same time encouraging the reduction of the unemployment rate and the creation of new jobs. By gathering information and data through videos and various text paragraphs, they develop strategic insights and learn valuable lessons about entrepreneurship, sustainability, circular and social economy, waste management, carbon footprint reduction and community impact.

Target Audience:

This game is suitable for youth practitioners and at least 1 participant (18-30 years old) interested in entrepreneurship, strategic planning, waste management and circular and social economy. The game can also be played in groups or pairs.

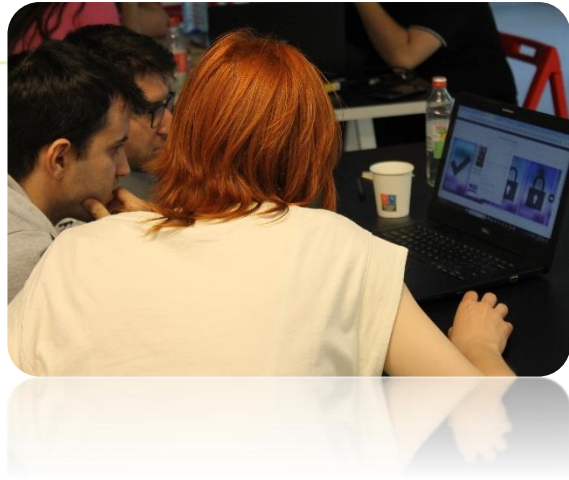


Learning Outcomes:

- Gain a deeper understanding of eco-social entrepreneurship.
- Learn the basic elements specific to circular and social economy.
- Get inspired by a real-life example of one eco-social enterprise from Europe.
- Understand the impact of eco-social enterprise on the community.
- Improve entrepreneurial skills such as information gathering, strategic and sustainable planning, analysis, and problem-solving.

How to Play:

1. Explain the basic concept of the game/puzzle platform in brief and then instruct the players to **start the Sea Endeavour.**
2. The game consists of several puzzles: Profile of one real eco-social company – Enaleia (Greece).
3. Various facts about the company that players must discover, its mission, vision and community impact.
4. Players analyse several videos and text paragraphs to discover correct facts about the company.
5. There are indefinite attempts allowed until the player arranges the facts correctly for the company.



Tips for Facilitation:

- Encourage participants to collaborate and discuss different facts and insights.
- Provide guidance and assistance as needed, encouraging players to think critically about the information and facts discovered.
- Foster discussion and reflection on the circular economy and waste management concepts explored during the game.
- Consider organizing a friendly competition among groups or players to enhance engagement and motivation.

Follow-Up Activities:

- Facilitate a debrief session to discuss the insights gained from the game and how they can be applied in real-life entrepreneurial endeavours.
- Encourage participants to research additional eco-social enterprises.
- Explore further resources on strategic and sustainable planning, waste management and circular economy for continued learning.

Duration:

- 5-10 minutes for the introduction
- 15-30 minutes for gameplay
- 15-30 minutes discussion (optional)

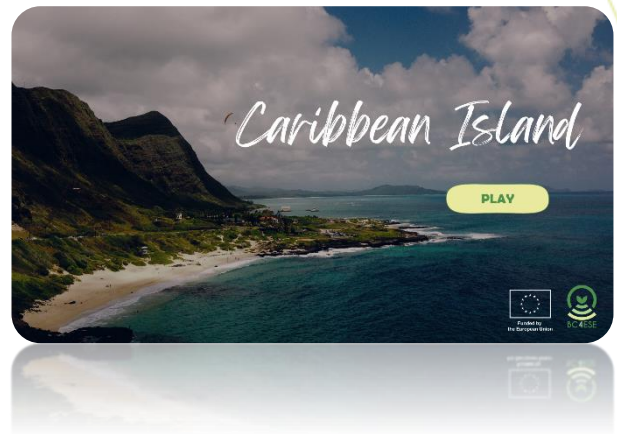
Caribbean island



"Caribbean Island" is an interactive macro-enabled PowerPoint game where players are tasked with investigating and understanding various documents and guides to solve a critical environmental problem on a small Caribbean island. The main goal is to exercise soft skills and appreciate the importance of teamwork in solving challenges while learning about eco-social entrepreneurship and sustainable development goals.

Target Audience:

This game is suitable for youth practitioners and participants (18-30 years old) interested in eco-social entrepreneurship, sustainable development, and environmental awareness. It can be played individually or in pairs/teams, with a recommended group size of no more than 12 people.



Competences Gained:

- Players gain a deeper understanding of teamwork and essential skills for collaborative problem-solving.
- Participants learn about various sustainable development goals and their applications.
- Through gameplay, players enhance entrepreneurial skills such as brainstorming, information gathering, critical thinking, analysis, problem-solving, and group building.

How to Play:

1. Spend 5 minutes explaining the rules and objectives to the players.
2. Start the Game: Instruct players to open the **Caribbean Island game** and make sure to assist them with enabling Macros.
3. Players must work together, guided by the game, to develop and implement a plan to solve the pollution problem of a Caribbean island.

Players will investigate documents and guides, collaborate on solutions, and make critical decisions to save the island.

4. After completing the game, facilitate a discussion on the players' experiences and key learnings. Encourage reflection on teamwork, decision-making processes, and the implications for eco-social entrepreneurship.

Tips for Facilitation:

- Encourage players to think strategically and consider the long-term impacts of their decisions on the environment and society.
- Offer feedback and guidance throughout the game. Use each decision point as a learning opportunity.
- Emphasize the importance of sustainable practices and encourage players to explore eco-friendly solutions.
- Foster a reflective discussion post-game, encouraging players to consider alternative approaches and the rationale behind their decisions.



Follow-Up Activities:

- Organize a challenge where participants develop and present innovative solutions to local environmental problems, applying eco-social entrepreneurship principles.
- Pair participants with experienced eco-social entrepreneurs for mentorship sessions, providing deeper insights and practical advice.
- Create a role-playing scenario where participants must negotiate with various stakeholders to develop and implement solutions for environmental sustainability.
- Have participants design and launch a digital marketing campaign for a hypothetical eco-friendly initiative, promoting sustainable practices.

Duration:

- 5-10 minutes for the introduction
- 15-30 minutes for gameplay
- 15-30 minutes discussion (optional)

Zero waste game



"Zero Waste Game" is an interactive game where players run a zero-waste shop, encountering various challenges to build trustworthy relationships with clients. The aim is to achieve customer satisfaction while maintaining the zero-waste policy and creating demand for eco-friendly goods.

Target Audience:

This game is suitable for youth practitioners and participants (18-30 years old) interested in eco-social entrepreneurship, sustainable development, and environmental awareness. It can be played individually or in teams of up to 4 people, sharing one computer.

Competences Gained:

- Players gain a deeper understanding of eco-social entrepreneurship.
- Participants learn the principles and practical applications of zero waste practices, emphasizing waste reduction, reuse, and sustainable resource management in business operations.
- Participants improve entrepreneurial skills such as brainstorming, information gathering, critical thinking, analysis, problem-solving, and group building through cooperative gameplay.

How to Play:

1. Spend 5 minutes explaining the rules and objectives to the players.
2. Instruct players to open the **Zero Waste Game**.
3. Players take on the role of apprentices at Agno Grocery Store, where they must manage various store operations, including customer interactions and product management. Players face challenges that require them to make decisions based on sustainable practices.
4. After completing the game, facilitate a discussion on the players' experiences and key learnings. Encourage reflection on customer relationship management and the importance of sustainability in business operations.

Tips for Facilitation:

- Encourage players to think strategically and consider the long-term implications of their decisions on customer satisfaction and business sustainability.
- Offer feedback and guidance throughout the game. Use each decision point as a learning opportunity.
- Emphasize the importance of integrating sustainable practices into business operations. Encourage players to explore eco-friendly solutions in their decision-making.
- Foster a reflective discussion post-game, encouraging players to consider alternative approaches and the rationale behind their decisions.



Follow-Up Activities:

- Conduct a workshop on effective customer service strategies, focusing on building trust and maintaining customer satisfaction in eco-friendly businesses.
- Organize a challenge where participants create and present innovative solutions to enhance customer engagement and satisfaction in a zero-waste context.
- Pair participants with experienced zero-waste business owners for mentorship sessions, providing deeper insights and practical advice.
- Create a role-playing scenario where participants must handle various customer service issues and product management tasks, emphasizing sustainable practices.
- Have participants design and launch a digital marketing campaign to promote a zero-waste shop, highlighting sustainable practices and customer benefits.

Duration:

- 5 minutes for the introduction
- 20-40 minutes for gameplay
- 10-30 minutes discussion (optional)

Running an Ecological Research Centre



"Running an Ecological Research Centre" is a blended game including an interactive PowerPoint with key data and knowledge about an existing eco-social enterprise from Cyprus. The second phase of the game takes the player to a Google form quiz they must complete to receive their digital badges.

Target Audience:

This game is suitable for youth practitioners and participants (18-30 years old) interested in eco-entrepreneurship, sustainable development, resource management, and project management. It is designed to be played in groups of 2-3 people, promoting collaboration and teamwork.



Competences Gained:

- Players gain a deeper understanding of eco-entrepreneurship based on a real-life example.
- Players learn about a range of initiatives for environmental responsibility.
- Players are introduced to the project management concepts.
- Improvement of entrepreneurial skills through group activities: brainstorming, information gathering, critical thinking, analysis, problem-solving, and teamwork.

How to Play:

1. Spend 5 minutes explaining the rules and objectives to the players.
2. Start the **Running an ecological research centre game** by downloading it and opening it.
3. The game consists of 2 parts, the first one is a PowerPoint presentation with key info about AKTI research centre and the second part is a Google Form quiz designed to test their acquired knowledge.

Tips for Facilitation:

- Offer feedback and guidance throughout the game, using each decision point during the quiz as a learning opportunity.
- Emphasize integrating sustainable practices into research and project management operations.
- Foster reflective discussions post-game, encouraging players to consider alternative approaches and the rationale behind their decisions.

Follow-Up Activities:

- Conduct a workshop on developing and implementing sustainable projects, focusing on resource management and environmental responsibility.
- Pair participants with experienced eco-entrepreneurs and project managers for mentorship sessions, providing deeper insights and practical advice.
- Field Trip: Arrange a visit to a local ecological research centre or sustainability project to observe best practices and learn from real-life examples.
- Have participants design and launch a digital campaign to promote their ecological research centre, highlighting sustainable practices and community engagement.



Duration:

- 5 minutes for the introduction
- 20-45 minutes for gameplay
- 15-30 minutes discussion (optional)

Are you ready to handle your first budget?



"Are You Ready to Handle Your First Budget?" combines a PDF and an online quiz game where players assume the role of a young entrepreneur who has just received a grant to start a company in the eco-social entrepreneurship field. The game aims to teach players about finance and budgeting for the initial stages of a company through a combination of a case study and a quiz.

Target Audience:

This game is suitable for youth practitioners and participants (18-30 years old) interested in eco-social entrepreneurship and financial management. It can be played individually or in small groups.



Competences Gained:

- General skills necessary for financial literacy
- Basics knowledge of financial management
- Introduction to accounting and budgeting
- Knowledge of real eco-social enterprises as good practice examples

How to Play:

1. Spend 5 minutes explaining the rules and objectives to the players.
2. Start the **Are you ready to handle your first budget game**
3. Players go through a case study that provides key data related to financial management in business, including two real-life examples of eco-social enterprises.
4. Players complete an online quiz to assess the knowledge gained from the presentation, answering questions related to financial and budget management.
5. After the quiz, facilitate a discussion to review answers, clarify concepts, and reinforce key learnings.

Tips for Facilitation:

- Encourage players to actively engage with the presentation, taking notes and reflecting on the financial concepts discussed.
- Use the quiz as an interactive tool to reinforce learning. Discuss each question and answer to ensure comprehension.
- Emphasize the real-life applications of financial management principles in eco-social entrepreneurship.
- Offer guidance and support throughout the game, helping players understand complex financial concepts.



Follow-Up Activities:

- Conduct a workshop on financial planning and budgeting, using case studies and practical exercises to reinforce learning.
- Pair participants with experienced entrepreneurs or financial advisors for mentorship sessions, providing deeper insights and practical advice on managing finances.
- Have participants create a detailed budget for a hypothetical eco-social enterprise, presenting their plans and receiving feedback.
- Organize a seminar on financial literacy, covering topics such as investment, savings, and financial risk management.

Duration:

- 5 minutes for the introduction
- 20-45 minutes for gameplay
- 10-30 minutes discussion (optional)

Love food, hate waste



"Love food, hate waste" is an engaging and educational online game designed to teach players about the importance of reducing food waste and promoting sustainable living. In this interactive experience, the players will embark on a journey to become food waste warriors, learning valuable tips and strategies to minimise waste and make environmentally conscious choices. The primary goal of the game is to educate players on how to reduce food waste in their daily lives and understand the impact of packaging waste. By completing various quizzes and videos, players will gain practical knowledge on food preservation, meal planning, and sustainable packaging alternatives.

Target Audience

This game is suitable for youth practitioners and at least one participant (18-30 years old) interested in waste management, sustainability and eco-social enterprises. The first part of the game can be played by one participant, but the second part must be played by a group.



Competences gained:

- Learn effective techniques to store food and keep it fresh for longer, reducing the amount of food that gets thrown away.
- Discover how to plan your meals wisely, ensuring you use up ingredients before they spoil and avoid over-purchasing.
- Explore recipes that help you make the most out of leftovers and utilize ingredients that are often wasted.
- Gain insights into the environmental impact of various types of packaging materials.
- Learn about sustainable packaging options and how to choose products with minimal environmental footprint.
- Find out how to properly recycle different types of packaging to reduce waste and promote a circular economy.

How to Play:

1. Download and open the game file of [Love food – Hate waste game](#), which contains all the materials you need, including videos and tips.
2. Start by watching a series of short, informative videos. These videos cover various topics such as food preservation techniques, meal planning strategies, the impact of packaging waste, and sustainable packaging alternatives.
3. Pay close attention to the details in each video as they will provide valuable information needed for the quizzes and discussions.
4. Alongside the videos, you'll find practical tips and tricks to help you reduce food waste and make more sustainable choices in your daily life.
5. After watching the videos and reading the tips, test your knowledge by taking quizzes related to each topic.
6. The quizzes will challenge your understanding and reinforce the key concepts covered in the videos.
7. Answer all the questions to proceed to the next stage of the game.
8. Once all the quizzes are completed, it's time for a collaborative discussion. Players should divide into two or three groups, depending on the number of participants.
9. Each group will be assigned a practical scenario related to food waste and sustainable packaging.
10. Within your groups, discuss the assigned scenario and come up with creative solutions based on what you have learned.
11. After a set discussion period, each group will present their ideas to the rest of the players.
12. Conclude the game with a reflection session where each player shares their main takeaways and how they plan to apply the knowledge in real life.

Tips for Facilitation:

- **Stay Engaged:** Actively watch the videos and take notes if necessary.
- **Collaborate:** Work together with your group members during the discussion phase.
- **Apply What You Learn:** Try to implement the tips and strategies you learn in your daily life. Small changes can make a big difference.

Follow-Up Activities:

- Encourage participants to apply what they learn in the game to their everyday lives.
- Understand how to help people to apply this positive behaviour.
- Contribute to the reduction of food waste.
- Download several apps for food waste reduction to continue to promote the reduction of food waste.



Duration:

- 5 minutes for the introduction
- 15-20 minutes for the game
- 20 - 30 minutes for group play and discussion

Integrating Eco-SE-E-Lab into Training Courses for Young People

During the development of Eco-SE-E-Lab the vibrant city of Split, Croatia, hosted an innovative training program aimed at empowering young minds from across Europe (TTLA C1 activity). Sixteen bright individuals from six different nations came together with a shared mission: to delve into the world of eco-social entrepreneurship and ignite a passion for sustainable innovation.



Over the course of 2 working days, under the guidance of the dedicated CEDRA Split trainers, these young participants engaged in a variety of educational activities, group dynamics exercises, and insightful discussions. The focus was on building connections, enhancing teamwork, and immersing themselves in eco-social entrepreneurship, all while fostering a greener, more sustainable future.

Training Objectives:



- Introduced Dynamic Teaching Techniques and Educational Games: We introduced participants to dynamic and interactive teaching methods, including educational games, to make learning about eco-social entrepreneurship engaging and enjoyable.
- Facilitated Peer Networking Opportunities: Platforms and activities were created to allow participants to connect with peers from various EU regions, fostering collaboration and the exchange of ideas related to eco-social entrepreneurship.
- Provided Practical Entrepreneurial Skills: Participants were equipped with practical skills and knowledge that they could directly apply to their entrepreneurial projects or initiatives in eco-social entrepreneurship.
- Engaged in Hands-on Activities and Workshops: Hands-on activities, group discussions, and interactive workshops were conducted to actively involve participants in learning about eco-social entrepreneurship and applying their knowledge.
- Encouraged the Sharing of Ideas and Experiences: A supportive environment was created where participants felt encouraged to share their ideas, experiences, and challenges related to eco-social entrepreneurship, fostering open dialogue and mutual learning.
- Enhanced Teaching Resources Through Youth Feedback: Feedback from participants was solicited to improve teaching resources for eco-social entrepreneurship, ensuring they were relevant, engaging, and effective for the target audience.

The training spanned two intensive days filled with a nice blend of entrepreneurship education and group-building activities, energizers, name games, and exercises aimed at improving group dynamics and soft skills. Methods used included pair work, group work, teamwork, input from trainers, ice-breaking activities, self-assessment, game-based learning through digital educational games, role-playing, storytelling, blended learning activities combining digital and physical environments, and group brainstorming sessions.



Sessions were dedicated to presentations and discussions about eco-social entrepreneurship and gamified learning. Participants engaged in gaming sessions, each focused on specific topics or types of games. For instance, in one session, participants were split into pairs and challenged with a digital escape room, competing until the first pair won. In another session, they were divided into groups of four, each playing different digital game of the Eco-SE-E-Lab.

The organizers arranged the gaming sessions based on topics of the games and based on the type of the games. Below is the training agenda implemented during the TTLA activity in Split.

|  | | TEACHING TRAINING LEARNING ACTIVITY IN SPLIT, CROATIA | | |  |
|---|--------------------------------------|---|---|-------------------------------------|---|
| Date/Time | 9 th May 2024 Thursday | Day 1 10 th May Friday | Day 2 11 th May Saturday | 12 th May 2024 Sunday | |
| 09:30 - 10:30 | ARRIVAL | Let's get to know each other | Eco-Entrepreneurship Playtest Jam | DEPARTURE | |
| 10:30-10:45 | | Coffee break | Coffee break | | |
| 10:45-11:30 | | BC4ESE – the story | Gaming for Eco-Entrepreneurship | | |
| 11:30 – 12:30 | | Introduction expectations, learning objectives | | | |
| 12:30-14:30 | | Lunch break | Lunch break | | |
| 14:30-15:30 | | Group Building | Eco-Social Entrepreneurship Playground: A Journey from Business Dates to Budget Mastery | | |
| 15:30 – 16:30 | | Playtesting session: Escape the rooms in pairs | | | |
| 16:30 – 17:00 | | Comfort break | Comfort Break | | |
| 17:00 – 18:00 | | Greenpreneurship Mastery: Playtest Workshop | Youthpass and Final Evaluation | | |
| 18:00 – 18:30 | | Self-Reflection | | | |

Through these activities, the Eco-SE-E-Lab initiative not only educated but also inspired and equipped young participants with the tools and networks they needed to become leaders in eco-social entrepreneurship and digital innovation. This journey of learning, collaboration, and shaping a greener, more sustainable future was a remarkable experience for all involved.

Conclusion and Recommendations

The Eco-SE-E-Lab platform represents a significant step forward in empowering youth through eco-social entrepreneurship education. Developed as part of the BC4ESE Erasmus+ Capacity Building project, this innovative and interactive platform offers a comprehensive suite of educational resources tailored to foster entrepreneurial skills and environmental awareness among young learners. With its 18 gamified educational modules, Eco-SE-E-Lab immerses users in the realm of eco-social entrepreneurship through a blend of interactive games, virtual challenges, and digital activities.

Eco-SE-E-Lab has successfully demonstrated the power of gamified learning to engage and inspire young people in the field of eco-social entrepreneurship. By leveraging game-based education, role-model learning, and e-learning methodologies, the platform provides a unique and effective way to teach critical skills and concepts. Participants have developed competencies essential for eco-social entrepreneurship, including green skills, financial management, marketing planning, teamwork, and decision-making. The platform's interactive elements, such as quizzes, challenges, and decision-making scenarios, have empowered participants to take ownership of their learning journey, fostering a dynamic and immersive educational experience.

The use of digital badges within Eco-SE-E-Lab has further enhanced the learning experience by providing tangible recognition of the skills and achievements of participants. Earning these badges has motivated learners to engage deeply with the content and has validated their competencies in various aspects of eco-social entrepreneurship.

Eco-SE-E-Lab holds immense potential to empower young people through eco-social entrepreneurship education and training. By leveraging its gamified platform and interactive modules, we can equip youth with the skills, knowledge, and mindset needed to become resilient and innovative changemakers in their communities and beyond. Let us embrace this opportunity to inspire and support the next generation of eco-social entrepreneurs, shaping a sustainable future together.

Eco-SE-E-Lab stands as a testament to the potential of gamified education to transform learning and inspire the next generation of eco-social entrepreneurs. By continuing to innovate and expand this platform, we can equip more young people with the skills and knowledge they need to drive positive change in their communities and beyond. We invite educators, learners, and stakeholders to join us in this endeavour, embracing the power of eco-social entrepreneurship to shape a sustainable future through innovation and collaboration.



Co-funded by
the European Union

The BC4ESE project is co-financed by the ERASMUS+ programme of the European Union and will be implemented from January 2022 to January 2025. This publication reflects the views of the authors and the European Commission cannot be held responsible for any use which may be made of the information contained therein
Project Call: ERASMUS-YOUTH-2021-CB, Project no: 101052019