



Stimulating European entrepreneurship and entrepreneurial attitudes using games

A Comenius-Grundtvig in-service training

SEE
a game.eu

2nd session Ancona, April 15-22, 2012

The second See A Game in-service training 'Stimulating European entrepreneurship and entrepreneurial attitudes using games' will take place in Ancona (Italy) from April 15 until 22, 2012. The course has been published in the Comenius - Grundtvig Training Database under reference number 'BE-2012-192-001 (for Grundtvig grants) and BE-2012-193-001 (for Comenius grants).

Participation fee

€ 1375 (€ 700 for full accommodation + € 675 for tuition and course materials).

You can apply for a grant from your National LLP Agency to cover all expenses (travel, fee, subsistence). The deadline for grant applications is September 15, 2011. You can find the address of your National Agency on http://ec.europa.eu/education/programmes/llp/national_en.html.

What do you have to do to participate?

Fill in the pre-registration form by following this link: <http://tinyurl.com/SeeAGame> and send the confirmation statement along with your grant application to your NA **before September 15, 2011**. Of course your participation in this course can also be financed by your own or other resources.

Course co-ordinator



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Education and Culture DG

Lifelong Learning Programme

What can See A Game offer you?

See A Game enables teachers and business start-up counselors from all over Europe to use games to foster entrepreneurial attitudes in a fun and challenging way. Using a set of games, learners discover the value of competing and collaborating. Relevant aspects of entrepreneurial processes are simulated and entrepreneurial attitudes are stimulated.

Course languages

The main language used for the training is English but the materials will also be provided in Dutch, French, German, Italian, Latvian and Norwegian.

Programme of the course

Sunday April 15, 2012

18h30: arrival, welcome, dinner

Monday

09h00 - 12h30:

- presentation of the course
- ice breaker
- hands-on introduction to (psychology and didactics of) games and gaming
- interactive group session on experiences with entrepreneurship and games in teaching

14h30 - 16h00:

- lecture on entrepreneurship
- introduction to the games 'Menu' and 'Fair'

Tuesday

09h00 - 12h30:

- ice breaker
- how to be a competent game master
- exercise on leadership and the importance of debriefing after the game.
- first practice session game MENU. The session will be videotaped and analysed with the participants: role of the game master, interaction with the participants,

debriefing ...

- second practice session game MENU

14h30 - 17h30:

- participants present their own good practice on entrepreneurial education and/or serious games

Wednesday

09h00 - 12h30:

- ice breaker & team building
- third practice session game MENU
- first practice session game FAIR

14h30 - 16h00:

- FAIR debriefing

17h00:

- walking tour around Mahon

Thursday

09h00 - 12h30:

- fourth practice session game MENU (game master played by two participants)
- customisation MENU: How to adapt the games to local needs (target groups) and context?

14h30 - 17h30:

- embedding the games in a curriculum or

study course

- participants present a customised version of the game MENU

Friday

09h00 - 12h30:

- fifth practice session game MENU: playing a customised version
- second practice session game FAIR (game master played by two participants)

14h30 - 17h30:

- participants present their own good practice on entrepreneurial education and/or serious games
- evaluation
- possibilities of further European cooperation

Saturday

09h00 - 17h30:

- day trip around the isle of Menorca
- 20h00:**
- farewell dinner

Sunday April 22, 2012

morning: departure