



Newsletter

Play4Guidance - A European Business Game to train and guide students and young unemployed on entrepreneurial, transversal and mathematical skills

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Introducing Play4Guidance

One of the greatest challenges that Europe faces is upgrading, adapting and widening the skills portfolio of individuals to create and fill the jobs of tomorrow. Currently, the challenge in education and training is to find new ways of engaging people in learning processes.

Play4Guidance (P4G) is funded within the framework of the European Union Erasmus+ programme. The project introduces an innovative Business Game with the aim to train and guide students and young unemployed on entrepreneurial, transversal and mathematical skills.

Why Business Games?

Business Games are an innovative learning method that reinforces managerial, entrepreneurial, digital and collaborative competences, and promotes critical thinking, problem solving and leadership. Business Games encourage

people to learn and update their skills, beyond simply using ICT.

The participants assume the role of decision makers by operating within a model that simulates an economic reality, micro-economic (enterprise) or macro-economic (market).

Business simulation games are used by numerous schools, universities and companies worldwide and are a valuable companion tool for business classes, social studies, and financial literacy programs. They supplement the core curriculum, reinforce key concepts, and provide an interactive educational approach to business, economics, and entrepreneurship.

Focus group meetings and online surveys

After compiling a syllabus to establish common use of terminology among partners and stakeholders, the Play4Guidance consortium designed material for focus group meetings and online surveys.

The material originated from a pan-European literature review on entrepreneurial training focusing on games' use for educational purposes.

The aim of both focus groups and online surveys is to collect information from the project's target groups and future

users of the Play4Guidance Business Game. This information will be analysed in order to build a clear framework, the "Greatest Common Denominator Skills Matrix", that will define the final shape of the business game.

The matrix will set skills' standards among target groups and countries. It will allow project partners to reshape entrepreneurial training in order to produce an educational package to be used in all European Countries by all of the project's target groups.



The project's main objectives

- To bring the world of education and training in close contact with the job market, in order to match school and university curricula to the market's real needs.
- To boost entrepreneurial culture in young Europeans and help young Europeans acquire the skills needed to create new businesses. This will potentially contribute to a reduction in EU unemployment.
- To identify essential business skills among target groups and target countries and collect them in the Great Common Denominator Skills Matrix.
- To produce an effective European tool able to:
 - > support students and unemployed in developing basic math, economic, digital and entrepreneurial transversal skills with a strong focus on problem solving and leadership,
 - > allow students and unemployed to self-evaluate their skills, understand what being an entrepreneur means and realise what skills they need to improve on,
 - > support various institutions such as guidance centres, job centres, SMEs, companies and universities in evaluating participant skills and guiding them through training and skill-building.

Why is PG4 innovative?

- The project will offer a complete set of tools able to support students and young unemployed via gaming sessions which will aid users understand what being an entrepreneur means and what skills one needs to improve.
- The P4G Business Game aims to be a single multifunctional tool for carrying out training, evaluation and guidance activities.
- Traditional Serious Games are often based on qualitative analysis of scenarios in order for the player to make decisions. The P4G Business Game will also focus on quantitative analysis of data.
- The P4G Business Game offers players the opportunity to have a practical experience of managing a business and to measure the impact of this experience at European level, as at the end of each session the game will offer feedback about what was done well and what skills players need to improve.
- Play4Guidance will be complementary to other projects and web-based business games.

The Play4Guidance educational platform

The project's educational platform will be the main area for collecting the learning resources and P4G online Business Game (with all its options according to the user) that will be developed during the project's period.

The platform users will be able to access their colleagues' resources/tools, share their own, exchange best practices and communicate between themselves through several blogs- with the stakeholders as well as with general public. The platform will be the main point where all the users of the business games will meet and exchange their experiences after their involvement. So, users will be able to:

- Play the Game! The platform will accommodate the business game itself and will also provide technical guides

and tutorials for the game.

- Find and share Resources! The users will be able to access their colleagues' resources and lesson plans, share their own, exchange best practices and communicate through forums and blogs.
- Join communities or create their own! The platform will be the main point where all users of the business game will meet, discuss and exchange experiences.
- Find out about P4G events and activities! At the same time it will act as the main hub of information about the project's planned events and activities.

The P4G partners

