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## INSPIRE SERIOUS GAME IS HERE!

The INSPIRE Serious Game is an innovative psychometric game that asks young people to find solutions in challenges addressing SDGs, and deal with everyday activities and processes in a small social enterprise.

At the same time the game is focusing on assessing the skills and competences of the players in terms of their personality and career roles so as to provide them guidelines on how to form a strong team for their Social idea.

The player is transferred to an environment where s/he has to solve a social or environmental problem based on SDGs. The player should find the resources, plan a business model, find team members, develop the network, assess the impact and disseminate through social media its objectives.

During the game the player will meet specific challenges and s/he has to choose between different options. The options are based on existing assessment tools explained in IO2-learning training guide on psychometric tools, while the business challenges and social media tactics are based on IO3-learning training guide. The game consists of 9 levels each of which presents a business tool. After the player resolve the challenges s/he takes some tips!

At the end of the game the player receives an assessment on his/her skills and competences as well as his/her roles within a team.

### Topics of the levels & tool

Level 1: Analyze and understand the problem- Why why tree

Level 2: New idea innovation- SWOT analysis

Level 3: Capacity building- Vision mission board

Level 4: Strategy- Social business model canva

Level 5: Fundraising- Logical framework

Level 6: Networking- Elevator pitch

Level 7: Everyday- Management tools

Level 8: Dissemination- Persona canva

Level 9: Evaluation- Validation board

# 15, 16 & 18 OF JUNE: 2ND LEARNING TRAINING ACTIVITY



The second learning training workshop will be held online and will be organized by Challedu.

It will focus in training the participants from partners organizations to use the INSPIRE game in personal or group workshops and to provide feedback for the beta version of the game.

## THE TRAINING AGENDA INCLUDES:

### Day 1

- Overview of the INSPIRE project
- Presentation of partners organizations
- Overview of the Intellectual outputs of INSPIRE project
- Introduction to the game
- Playtesting and Feedback

### Day 2

- How to use the game in personal sessions with young people
- How to use the game in group sessions
- Simulation of Playtesting in personal sessions and in group workshops

### Day 3

- Which are the NEET groups and which are their needs?
- How to use the game with NEETs groups
- Analysis on the final assessment indicators and results of the game and feedback

After the 2nd learning training activity the partners will organize local playtesting workshops with young people.

Moreover, they will organize local train the trainer workshops for relevant professionals, career advisors, youth trainers, teachers on the innovative toolkit of the project INSPIRE

## WHETHER ...



**you like** playing digital games and develop through them important skills for your life and your initiative in social entrepreneurship...



**you are** a career advisor, a youth trainer, a teacher or even an HR manager and you develop strong teams, you advise young people etc...

... **INSPIRE SERIOUS GAME IS FOR YOU**

**STAY TUNED FOR DETAILS  
AND SEAT RESERVATION...**

#inspireyoutheu

