



4th Newsletter

August 2017

www.entrinno.org

Online Game for Innovation and Entrepreneurship

Here is what people said about EntrInnO. Read interesting quotes and check out our [EntrInnO promotional video](#).

Quotes from Cyprus

*"A good effort of designing a tool that can go into formal education"
(stakeholder)*

"Great experience for learning the basics of entrepreneurship" (young adult)

"A coherent pedagogical tool that can be adopted and adjusted in learning contexts" (stakeholder)

*"A guided learning path for anyone who wants to develop skills that are related with entrepreneurship and life"
(stakeholder)*

"I like that I can do my missions any time of the day. Learning must be like that!" (young adult)

Quotes from Greece

*"It was a very interesting experience; I liked the game very much and I think it can contribute to the learning on entrepreneurship. I have not seen something similar before".
(stakeholder)*

"The game should be used in educational institutions and schools so as to enable young people to become entrepreneurs from a young age." (young adult)

"The most interesting aspect of the game is that participate in a forum and to discuss with users you do not know. You do not feel alone!" (young adult)

*"The game has a great pedagogical value which is obvious when users achieve the goals of the game and have the results set by the developers".
(stakeholder)*

Quotes from the UK

"It's interesting to see that there is no right or wrong answer to these questions"

"It's a very interesting experience. It takes you on a journey and teaches you a lot about entrepreneurship."

"When you're thinking of starting a business, what it teaches is very relevant – it sort of gives you a trial run without any risk. It has great potential for helping people understand how to start a business."

Quotes from POLAND

*"Comparing to other games in the field of entrepreneurship, because there are several such games available on the Polish market that are free online, I think that this game has quite a lot of potential because of its content"
(stakeholder).*

"For me, the most important were the quizzes as they checked the progress of acquired skills and knowledge. The same is true in verifying what I already know, what I have already learned" (young adults).

Quotes from ITALY

"It was really useful to focus on my potential attitudes in being entrepreneur: creativity, dynamic approach." (young adult)

"Really interesting and new experience for me. I've never used a game for learning purpose and I found it really useful and even amazing. I was afraid about the language barrier but it was not a big problem, and it was nice to see how I deal with english at this phase of my life. " (young adult)

"I can say it is fun. It is useful and videos and interactive sections are the most engaging. " (stakeholder)

Quotes from Malta

"It is very innovative and a fun way to interact!" (university student)

"The interest for such games is huge. Games like this are here to stay! The next step is to reach a younger audience." (private sector stakeholder)

"Very user-friendly and navigation is straight forward." (young adult)

Quotes from Lithuania

I liked design, I am designer and even for me it looks perfect! Technical solutions are great! It is a new way to learn and it is more interesting one. (Young adult)

Good choice of steps/stages to reach the final goal. Challenges are interesting but not too difficult (don't scare people off). (Young adult)

It is fun. It is a good tool for teachers. It motivates young adults to learn.(Stakeholder)

Quotes from Romania

“This is a good exercise to begin a new private activity” (stakeholder)

“It combines learning and playing” (young adult)

“Great pedagogical tool” (stakeholder)

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