



InnoSchool

Strengthening social innovation and entrepreneurial spirit of secondary schools' students by using highly innovative Learning System

Social needs



Caring for an ageing population



Child welfare social need



Disadvantages and challenges in peripheral and rural areas



Inclusion of excluded groups

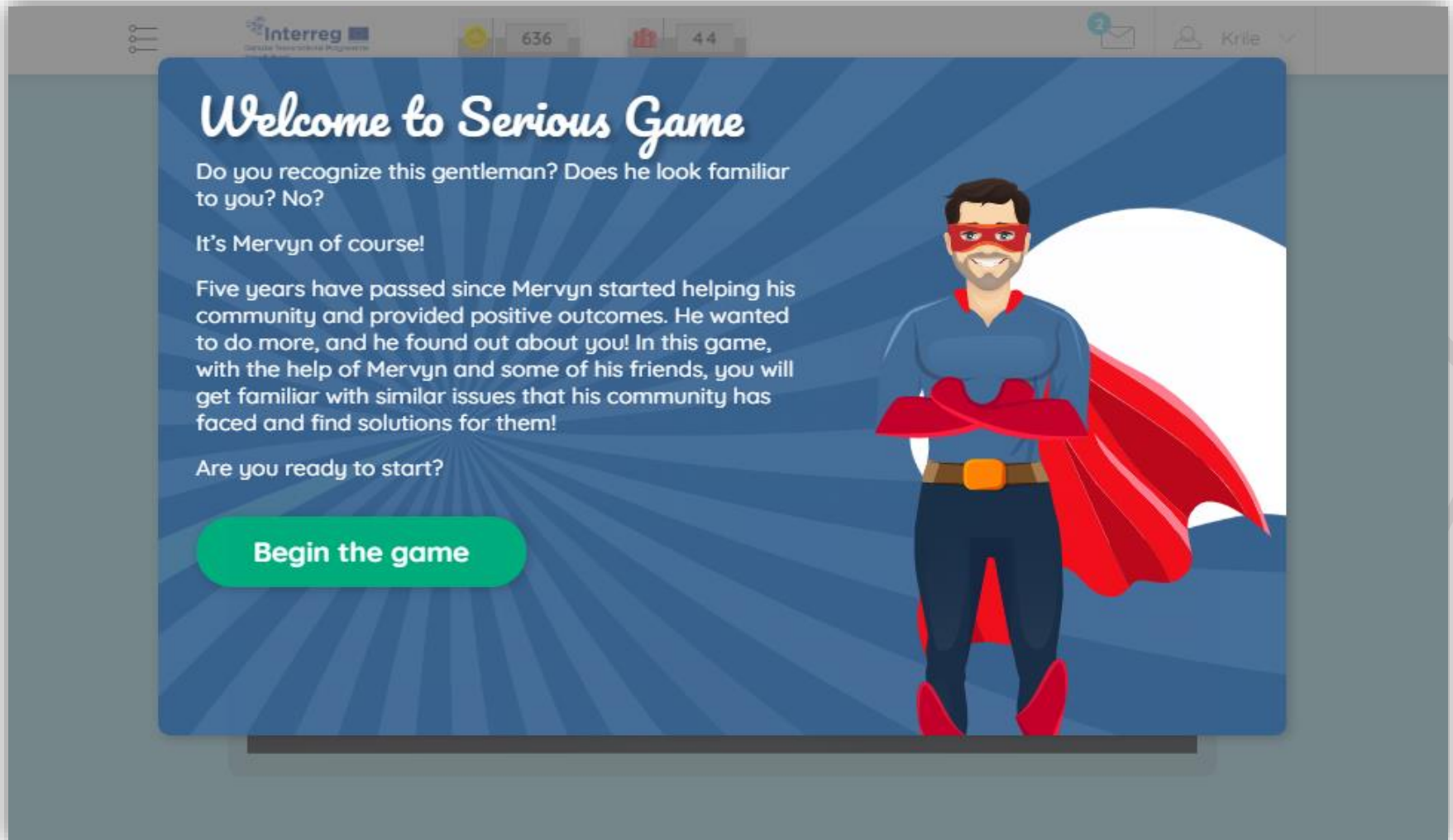


Shift of society towards environmental responsibility



Workforce migration, brain drain

Serious game



The screenshot shows a web-based interface for a serious game. At the top, there is a navigation bar with the Interreg logo, a user profile icon for 'Kris', and some statistics (636 and 44). The main content area has a blue background with a sunburst pattern. On the left, there is a text box with a welcome message and a 'Begin the game' button. On the right, there is a cartoon illustration of a superhero character named Mervyn.

Welcome to Serious Game


Do you recognize this gentleman? Does he look familiar to you? No?

It's Mervyn of course!

Five years have passed since Mervyn started helping his community and provided positive outcomes. He wanted to do more, and he found out about you! In this game, with the help of Mervyn and some of his friends, you will get familiar with similar issues that his community has faced and find solutions for them!

Are you ready to start?

[Begin the game](#)



Levels of serious game

☰  3349 167   14  Tim 1 ▾

Dashboard

▶ Introduction

About the game



Home



Office



Results



Settings

Level 1

Explore what people around you really need!

Intro Theory In progress Quiz In progress Scenarios In progress Open tasks Open

Level 2

Generate the business idea that meets the social needs!

Intro Theory In progress Case studies Completed Quiz Open Open tasks Open

Level 3

Learn how to identify the strengths and weaknesses of your business!

Intro Theory Open Quiz Open Open tasks Open

Level 4

Visualize and develop your own social business model canvas!

Intro Theory Open Quiz Open Open tasks Open

Level 5

Define clear financial plans and finish your social business model canvas!

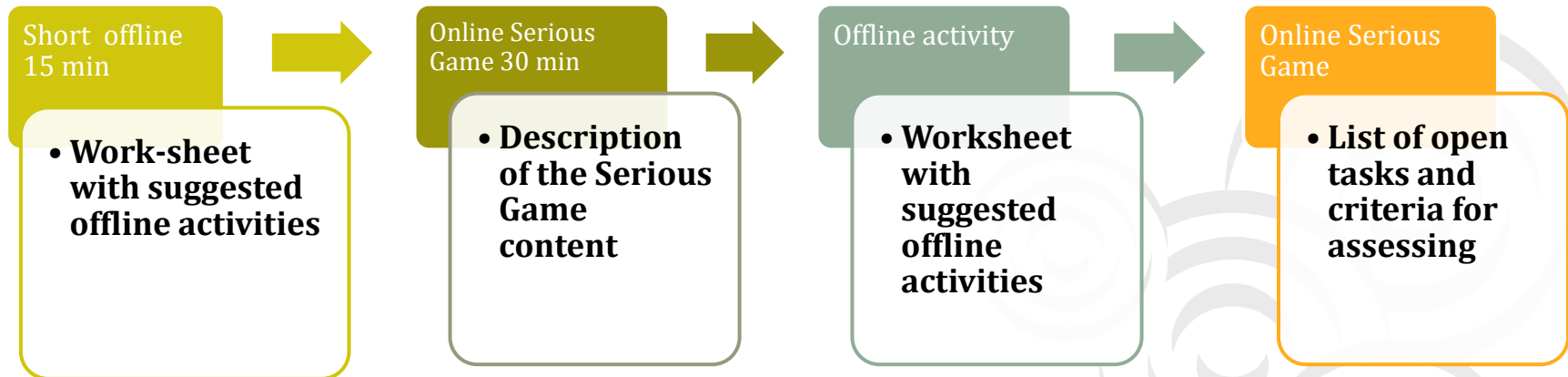
Intro Theory Open Quiz Open Open tasks Open

Level 6

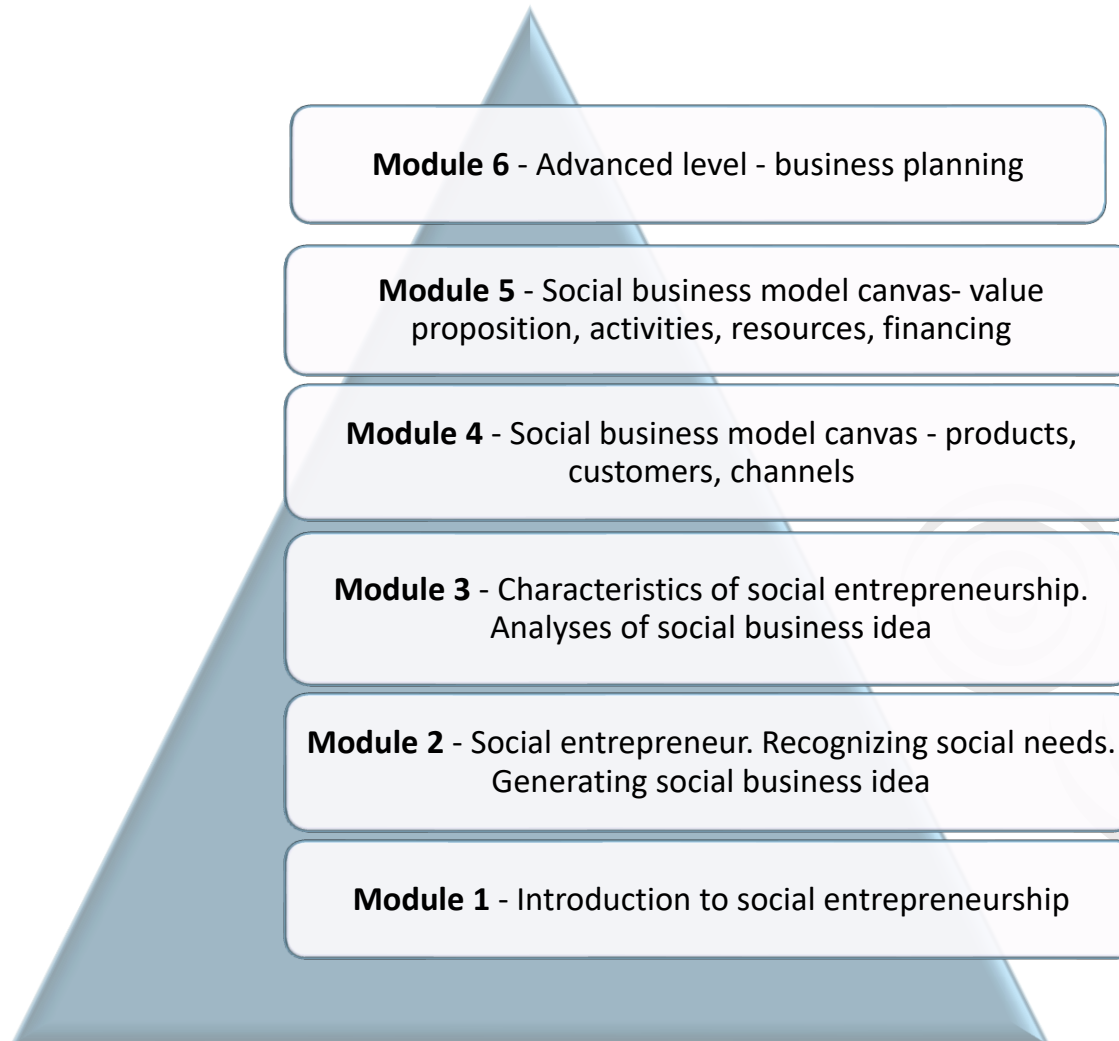
Create a more detailed social business plan!

Theory Open Open tasks In progress

Mix of game + classic sessions



Aims of teaching modules



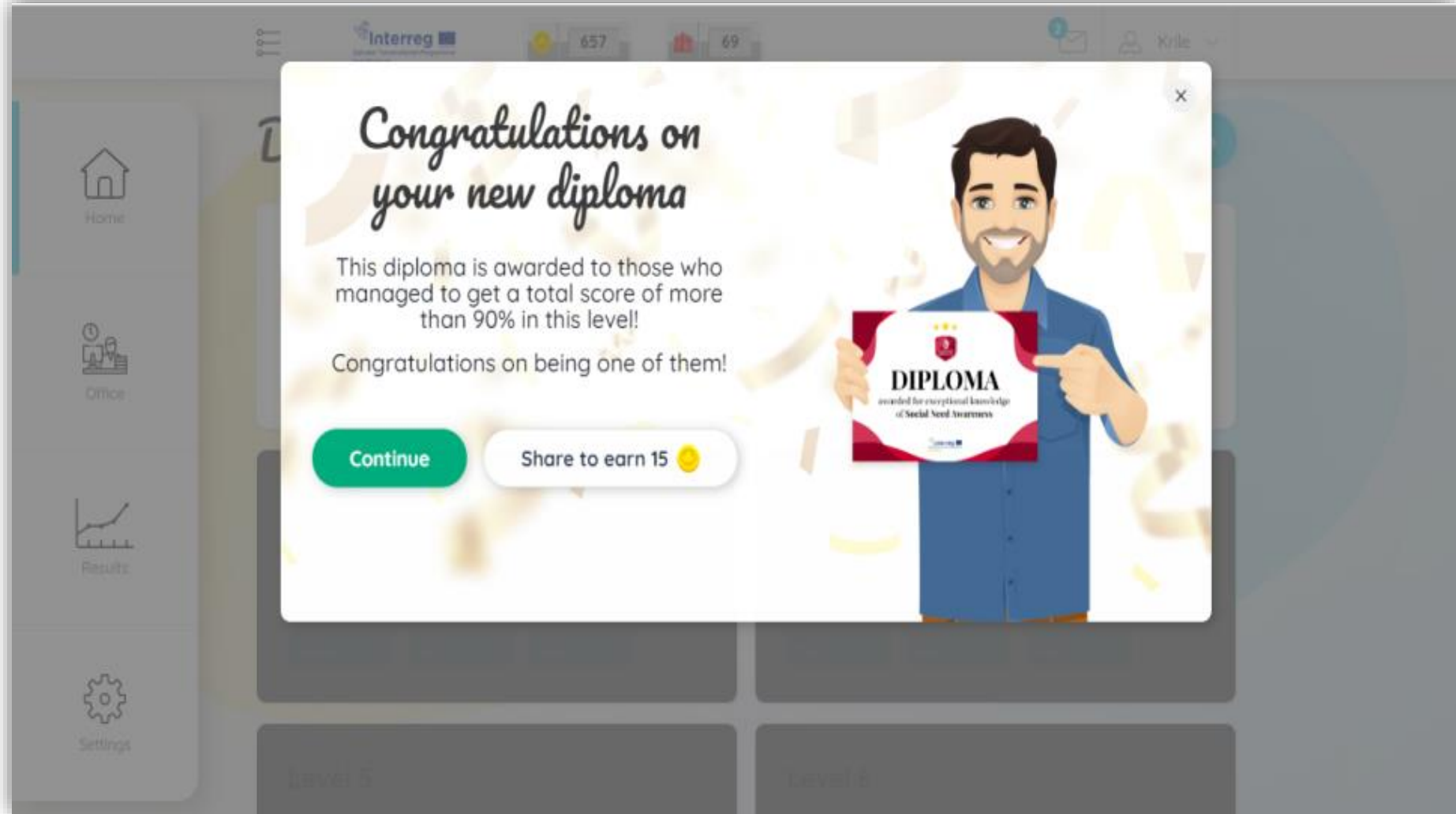
Visuality of serious game

417 unique screens

110 characters with emotions




Social media



Competition



 3349

 167







14 



 Tim 1 ▾

Results

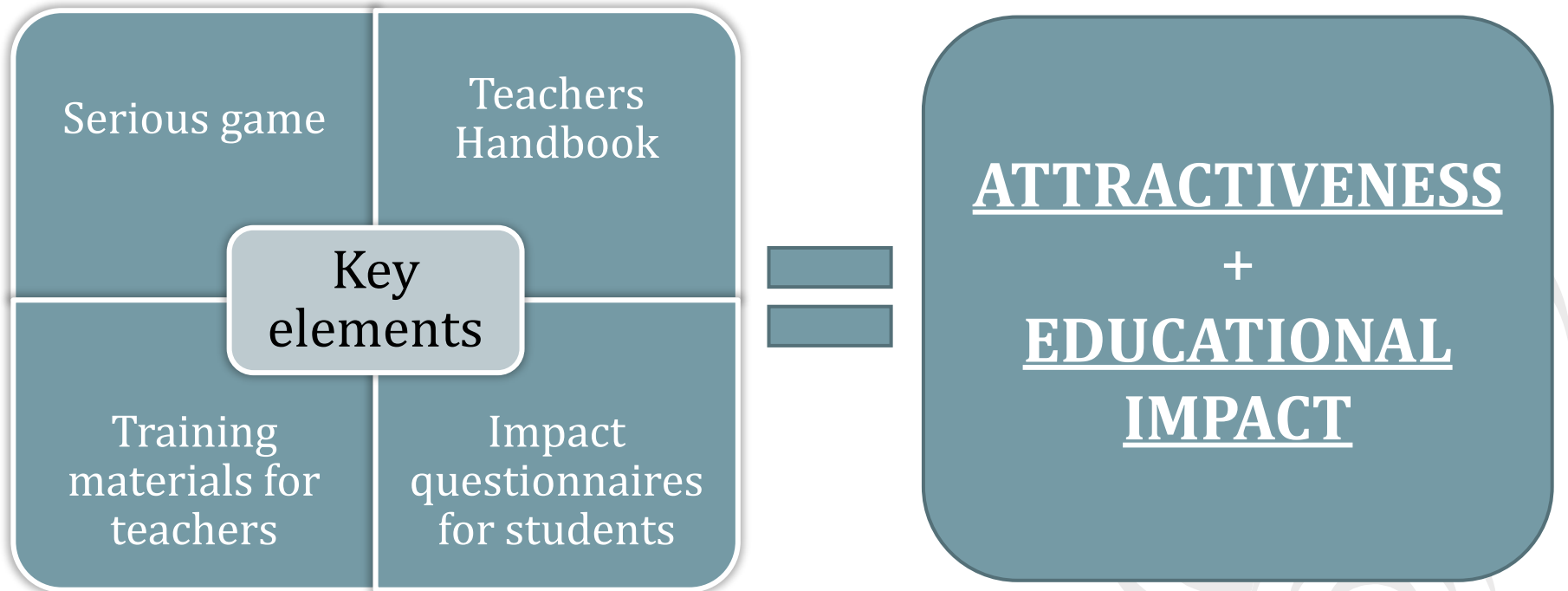
Progress

	Level 1	Level 2	Level 3	Level 4	Level 5	Level 6
Status 	open	open	open	open	open	open
Supporters gained 	29	40	0	0	0	0
Coins gained 	433	600	0	0	0	0
Quiz Answers correct / incorrect 	10 / 1	8 / 0	0 / 0	0 / 0	0 / 0	0 / 0
Quiz Total Time per one question	360 / 60.00	240 / 60.00	0 / 0	0 / 0	0 / 0	0 / 0

Team standings

Place	Team	Supporters 	Hero Coins 	Purchased Office items
1.	T1	167	3349	0

Key elements



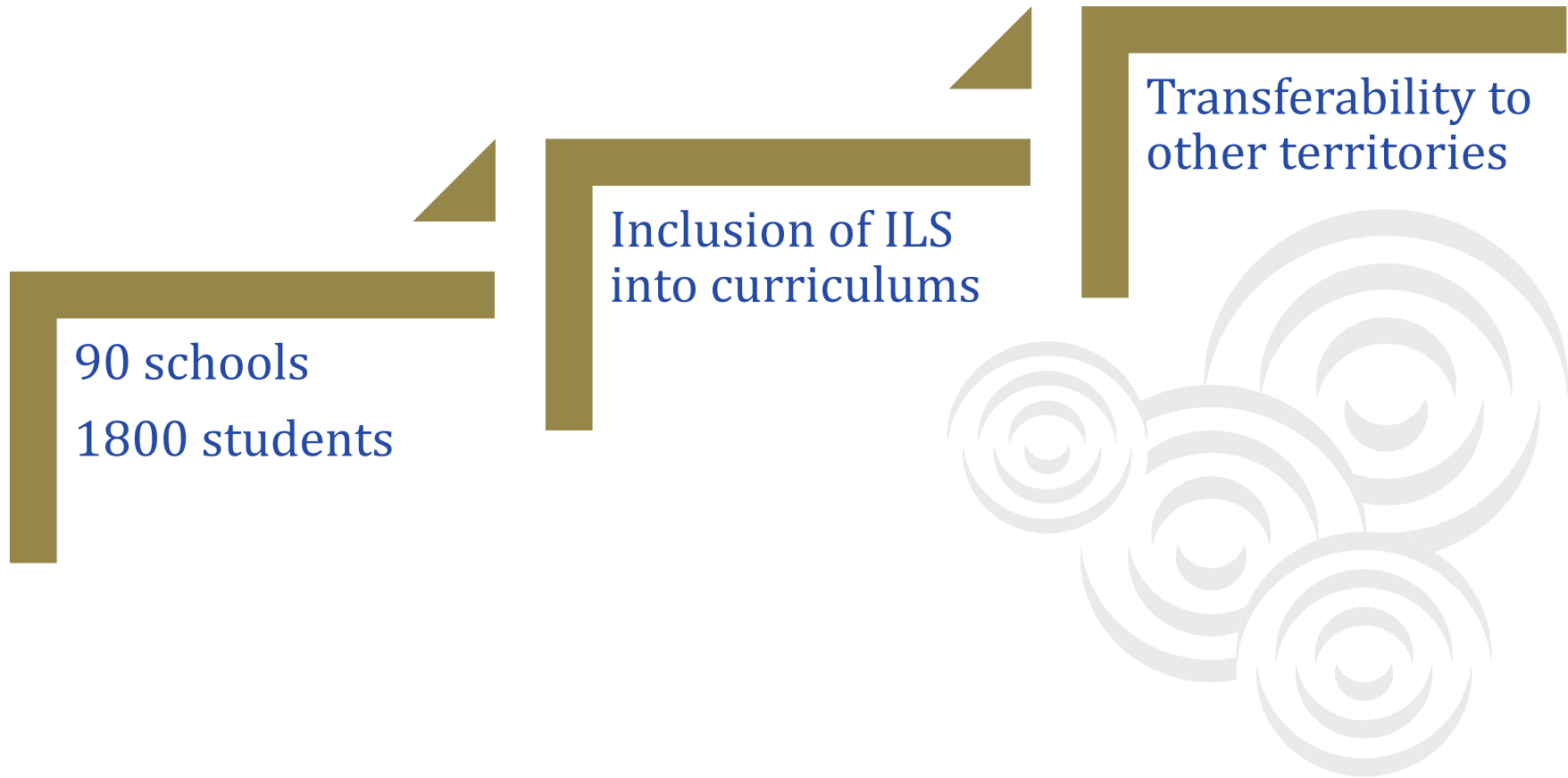
Why Pilots?

Demonstrate
Impact

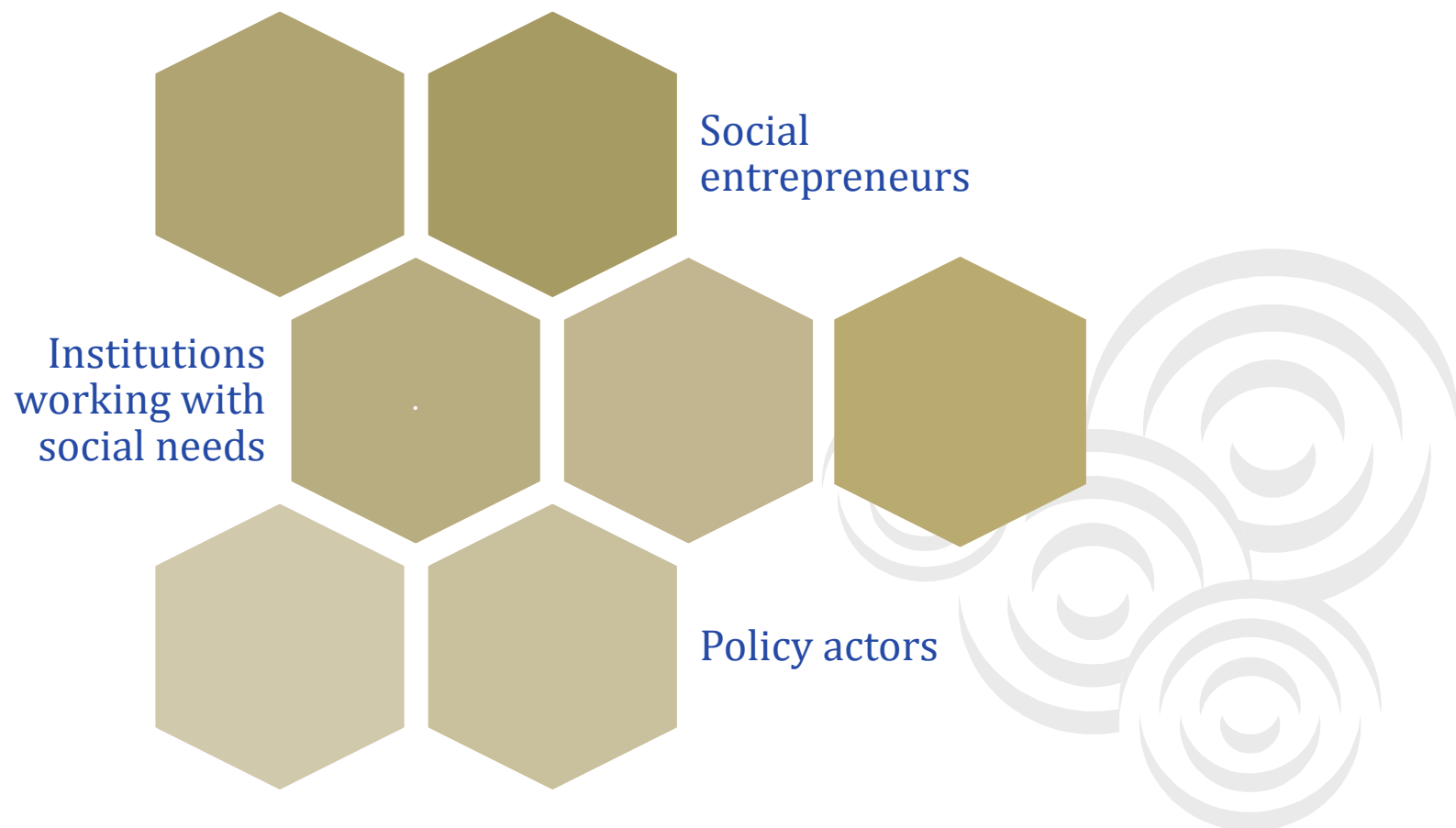
Gather Feedback

Deliver Good
Practice

Expected impact



Stakeholder involvement



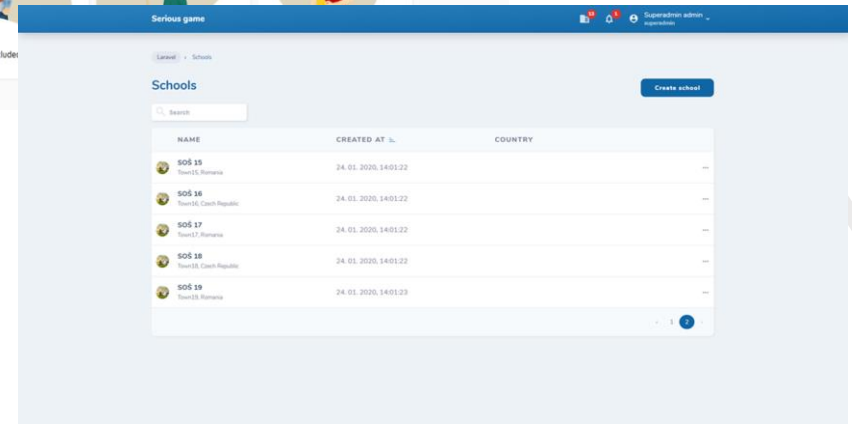
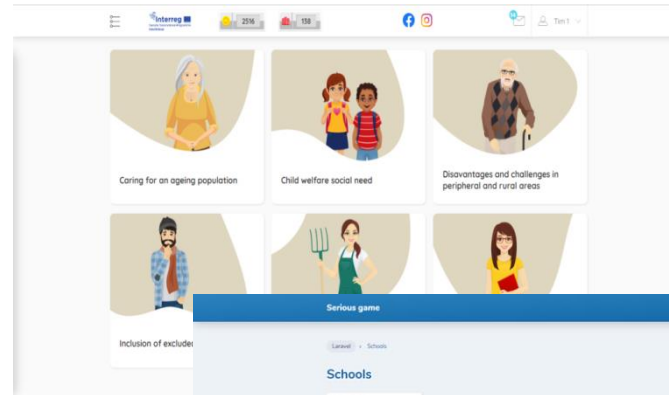
Challenges

Time lock of the piloting stage to school semesters and start time opportunities

Closure of schools due to COVID-19

Increased budget for game development

Exploitation



Short offline
15 min

- **Work-sheet with suggested offline activities**

Online Serious
Game 30 min

- **Description of the Serious Game content**

Offline activity

- **Worksheet with suggested offline activities**

Online Serious
Game

- **List of open tasks and criteria for assessing**



Danube Transnational Programme
InnoSchool



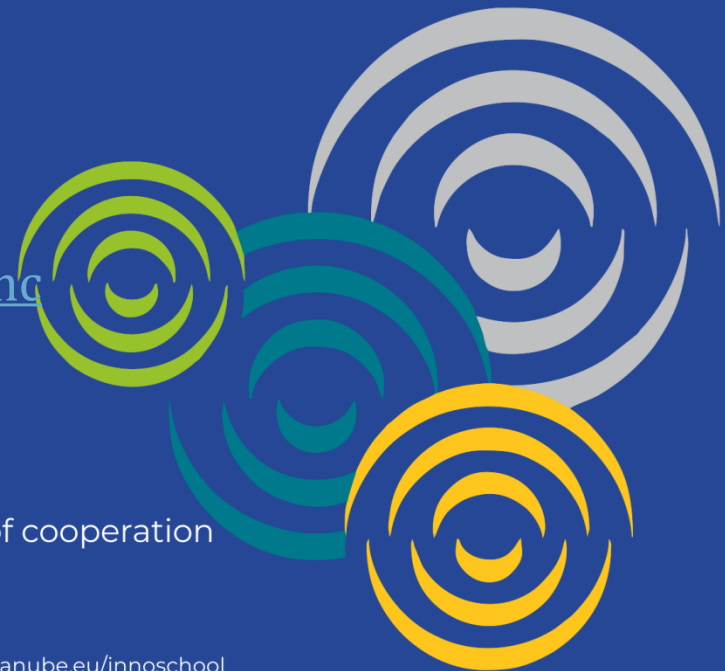
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A stream of cooperation