

social 11th NEWSLETTER

E-Playing in Social Entrepreneurship

E-Social Game is released!

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Social entrepreneurship provides young people with an alternative to develop leadership skills and invest their own resources. The E-SOCIAL Project's main objective is to educate young people about social entrepreneurship, training them in the skills needed to use it for both positive social impact and financial gain. This will be achieved through a series of training sessions embedded with gamification techniques.

Gamification has been proven effective in enhancing the learning experience, releasing pleasure-inducing chemicals in the brain, resulting in a more enjoyable and engaging educational experience. Recently, studies on the application of gamification in e-learning have highlighted its effectiveness as a powerful tool for creating engaging educational experiences.

Scope and purpose of the Serious Game

The Serious Game represents the key outcome of the E-SOCIAL project, as it is a key tool for achieving the intended results. This interactive tool was designed with a number of objectives in mind:

- The Serious Game aims to equip educators and learners with the skills needed for the challenges of the contemporary world by providing them with innovative and stimulating learning tools.
- Through meaningful access to technological resources for teaching and learning, the Serious Game aims to ensure that all educators have equal opportunities to use technology as an effective pedagogical tool.
- The Serious Game is designed to develop the skills needed for an ever-evolving working future, thereby contributing to local economic development through the formation of a technologically competent workforce and leaders.
- Through the use of the Serious Game, we aim to generate enthusiasm and create a more positive learning environment for learners, encouraging active participation and promoting more effective learning.

Key features of the Serious Game include:

- High engagement and immersion, players are constantly motivated to keep playing through reward systems, plot progression and positive feedback. The game's immersive setting contributes to a complete and immersive learning experience.
- A safe space to experiment: In the real world, actions can have negative consequences, but games create a safe virtual environment where players can experiment freely without worrying about harm.
- Positive emotions enhance learning: Studies have shown that using games for learning leads to a more positive learning experience than traditional methods, thanks to the positive emotions generated during play.



Partnership:



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