

February 2021

WINGS- Internationalization Game for start-ups and entrepreneurs: Finishing the game and preparing the pilot phase

The consortium has finished IO2. This intellectual output created **6 teaching notes** based in the findings from the research in IO1. These teaching notes correspond directly to the 6 serious game cases that will be developed in IO3, and their role is to enable business educators and trainers to fully exploit the potential of serious game cases. We tested them with learners and the results were very positive:

“I think the module will help learners understand the most essential skills entrepreneurship requires, and will raise their awareness about how they could be developed”

The teaching notes that were created were about:

- Global entrepreneurship mindset
- Core competences of entrepreneurship
- Management of uncertainty
- Intercultural communication
- Marketing and sales skills
- Business skills

The consortium is currently working on IO3, which is the **creation of the Virtual Game based on the teaching notes**. Once the game is ready, we will proceed with the pilot testing. For the **pilot testing**, at least 50 business educators or trainers will invite a minimum number of 5 entrepreneurs to take part in the piloting. As a result, at least 250 entrepreneurs will take part in the piloting that will allow the partnership to get a valuable feedback directly from them. Once the feedback is gathered and analysed, final improvements will be made, resulting in a final learning environment to be used by business educators, trainers, and entrepreneurs.

Remember that the WINGS project aim is to embed strategic management Virtual Games within business education by enhancing trainers' competencies to create virtual reality contents and use it on strategic management training.



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