



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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