VIRTUAL REALITY GAMES

ENTREPRENEURSHIP GAMES THROUGH VIRTUAL REALITY (VR): TRAINING OF TRAINERS

5 – 16 DECEMBER 2022
⏰ 2 WEEKS, 10 HRS/WEEK
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OVERVIEW

SNAPSHOT OF THE COURSE

This Training of Trainers course will be using the tool of Virtual Reality (VR) to implement the ILO entrepreneurship games. It will enable participants to:

- get to know the ILO entrepreneurship games
- play and interact with their peers in the VR space
- use the entrepreneurship games in future face-to-face or VR trainings.

WHAT

WHAT TOPICS DOES THIS COURSE COVER?

The ILO Entrepreneurship games are an innovative and experiential learning tool for entrepreneurship trainers and educators and can be used independently or to complement other entrepreneurship training programmes such as:

- Start and Improve Your Business (SIYB)
- Know About Business (KAB)
- Startup&go.

WHAT WILL I LEARN?

You will learn through playing. This Training of Trainers will allow you to:

- experience the entrepreneurship games in a close to real situation
- reflect upon your experience with your peers and facilitators
- conceptualize and analyse what kind of entrepreneurial skills you live whilst playing
- apply entrepreneurship and facilitation skills while playing.

WHAT WILL I BE ABLE TO DO?

The main objective of this ToT is to enable its participants to apply the ILO entrepreneurship games. After this training you will be able to:

- understand the logic and dynamics of the ILO entrepreneurship games
- appreciate the potential of VR as a tool for entrepreneurship training
- use and apply the entrepreneurship games in your future face-to-face or VR trainings.
WHY

WHY SHOULD I JOIN?

In the context of the increasing use and potential of Virtual Reality in training and education, the combination of entrepreneurship games and Virtual Reality promises to be a perfect match of innovative learning tools for entrepreneurship trainers. It enables participants to learn and evolve their skills by immersing themselves into virtual environments.

- Are you an entrepreneurship trainer?
- Are you into games?
- Are you keen to explore the potential of VR?

Then this is definitely your course!

WHO

WHO TAKES THIS COURSE?

This course is designed for entrepreneurship trainers and educators, such as ILO certified trainers and master trainers of SIYB, KAB, StartUP&go, or other trainers who would like to complement their entrepreneurship training with gamification tools. Whilst prior entrepreneurship training experience is an assumption, no VR experience is expected.

HOW TO APPLY

The deadline for submission of applications is 7 November 2022. Candidates must submit link https://oarf2.itcilo.org/DST/A9715016/en

PRICE

Tuition, including rental and shipping of VR oculus, licence fees: €1780
WITHDRAWAL, CANCELLATION POLICY, AND REFUNDS FOR OPEN COURSES

If an enrolled participant wishes or must withdraw from a course, they may choose to apply to a different course or be substituted by another candidate. The participant must notify the Centre, in writing, of their decision at least 14 days prior to the start date of the course. Cancellation of participation in regular courses will result in the following penalties:

- 14 days or more prior to the start date of the course: No penalty, 100% refund of amount paid less applicable bank charges
- 8 to 13 days prior to the start date of the course: Penalty of 50% of course price, refund of residual amount paid (if any) less applicable bank charges
- 7 days or less prior to the start date of the course: Penalty of 100% of course price.

INFO

FOR FURTHER INFORMATION PLEASE CONTACT

International Training Centre of the ILO
Sustainable enterprises and economies (SEE)
Viale Maestri del Lavoro, 10
10127 Turin – Italy

Mr. Martin Gasser
Activity Manager
m.gasser@itcilo.org
www.itcilo.org

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