ONLINE ENTREPRENEURS

GAMIFICATION AND VIRTUAL REALITY FOR ENTREPRENEURSHIP TRAINING

10 – 28 JUNE 2024
🕐 **3 WEEKS, 6 HRS/WEEK**

Information Note

International Labour Organization

ITC
International Training Centre

ONLINE
ITCILO E-CAMPUS

DATES
10 – 28 JUNE 2024

COLLABORATIVE LEARNING
ONLINE RESOURCES

LANGUAGES
ENGLISH AND SPANISH

APPLICATION DEADLINE
10 MAY 2024

SCAN THE QR CODE
OR VISIT
bit.ly/3TQPKfv

OVERVIEW

SNAPSHOT OF THE COURSE

In response to the challenges faced by traditional entrepreneurship training methods and biases towards "born entrepreneurs," integrating gamification and virtual reality (VR) technology has emerged as an inclusive and innovative approach. These tools offer immersive, engaging experiences that transcend traditional learning settings, fostering creativity, critical thinking, and practical skills applicable to real-world entrepreneurial challenges, ultimately democratizing access to entrepreneurship education and empowering individuals from diverse backgrounds to unlock their entrepreneurial potential.

The course seeks to introduce entrepreneurship trainers to new ways of teaching by using game dynamics. Gamification and Serious Games motivate participants and promote their active participation in learning. This training will leverage Virtual Reality tools to showcase some of the ILO's Entrepreneurship Games.

This training will enable participants to:
- Experiment and apply the approach "learning by playing"
- Familiarize themselves with the ILO Entrepreneurship Games
- Test the opportunities offered by Virtual Reality for learning

WHAT

WHAT TOPICS DOES THIS COURSE COVER?

The course will take place over three weeks, from the 10th to the 28th of June. Each week, we will have two technical webinars, where we will explore the fundamentals of serious games, and a virtual reality session, where we will simulate and analyse a game from the ILO's Entrepreneurship Game Collection. The topics we will cover include:
- The gamification approach to design and implement activities for adult learning.
- The ILO entrepreneurship games as an innovative tool that can be used independently or as a complement to other entrepreneurship training programs, such as Start and Improve Your Business (SIYB), Know Your Business (KAB) or Startup&go.
- The potential of Virtual Reality as a new learning tool and its potential to create interactive environments.

- Definition and purpose of Gamification and Serious Games for Entrepreneurship
- Principles of Game Design and Gamification techniques
- Implementing entrepreneurship games in a classroom and online setting
- Assessing and evaluating serious games for entrepreneurship training

WHAT WILL I BE ABLE TO DO?

By the end of this course, you will be able to:
- Unpack the concepts of gamification and serious games and how they can be applied in entrepreneurship training
- Identify key principles of game design and gamification techniques relevant to entrepreneurship education
- Use effective strategies to adapt and implement serious games tailored to entrepreneurship training needs
- Explore techniques to design serious games, starting from the training objectives
- Apply gamification principles to session planning and design
- Use Virtual Reality as a tool to facilitate learning

WHY

WHY SHOULD I JOIN?

In the context of the increasing use and potential of gamification 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!

VIRTUAL REALITY
Meet and interact in a virtual classroom

GAMIFICATION AND GAMES
Because learning doesn't have to be boring

HIGH LEVEL RESOURCES
Learn from ILO specialists, ITC-ILO trainers and external experts

WHO

WHO IS THIS COURSE FOR?

This course is designed for trainers and educators in the areas of entrepreneurship, such as ILO certified trainers and master trainers of SIYB, KAB, My.COOP, GET Ahead, 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 **10 May 2024**. Interested candidates are invited to apply at this link https://oarf2.itcilo.org/MIF/A9716118/en.

For more information contact:: trainersacademy@itcilo.org

PRICE

The course fees amount to €2000, and include rental and shipping of a VR headset. A limited number of scholarships is available for participants in developing countries.

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

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COURSE CODE: A9716118