



Leonardo da Vinci Partnership



**\* Facing Crisis: Games, Simulations and Popular  
ICT In Language Teaching.**

**Digital Collection of Games**  
**to Improve Entrepreneurship**  
**(Draft: 31<sup>st</sup> May 2015)**

Hackl & Kienel-Mayer OG (DCoach)

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## 1. Introduction

The partners of the Leonardo da Vinci Project Partnership *GAMES: Facing Crisis, Games, Simulations and Popular ICT in Language Teaching* collected games which improve entrepreneurship.

This Digital Collection provides with every game a direct link to the page of Boardgamegeek.com or any other related information or Wikipedia entries.

## 2. Entrepreneurship Games

### 2.1. Adventure Career Choice (Abenteuer Berufswahl)



AGE: +12 years old

PLAYERS: 2-8

TIME: 60 minutes

#### **Description:**

This board game was developed by the AWS Working Group Business and School for the preparation of educational and career choices at schools, but is also suitable for groups of young people, and especially for families.

The professional and educational landscape offers young people constantly new training and development opportunities. To cover these opportunities one could benefit from an intense examination of one's own interests and potentials and the requirements of the world of work.

Systematic preparation of occupational choices in and out of school should provide the necessary support. The game allows a playful approach towards the adventure of the career choice, and children and young people raise their awareness of the issue at an early stage. Adventure career choice offers an innovative and very target group-oriented approach.<sup>1</sup>

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<sup>1</sup>[https://www.wko.at/Content.Node/Service/Bildung-und-Lehre/Schule-trifft-Wirtschaft/Abenteuer\\_Berufswahl.html](https://www.wko.at/Content.Node/Service/Bildung-und-Lehre/Schule-trifft-Wirtschaft/Abenteuer_Berufswahl.html)

## 2.2. The Big Idea



AGE: +10 years old

PLAYERS: 3-6

TIME: 45 minutes

### Description:

The Big Idea is a quick and easy card game (Cheapass style) where the players represent venture capitalists creating companies (from a noun card and an adjective card - "Erotic Pants") to take through the process of an IPO. You automatically gain a share in companies you create, and later you have opportunities to secretly invest in a company and publicly buy a share in a company. Finally, you roll a die to see which companies go public in a round: equal to or less or than the shares issued in the company. And the pay out: based on the number of shares issued and the number of cards used in forming the company times the die roll. The game is fairly simplistic, but it's lots of fun to create names of products like "Mentholated Chicken", while agonizing over helping your opponent because their product will net you the biggest gain.<sup>2</sup>

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<sup>2</sup> <http://boardgamegeek.com/boardgame/696/big-idea>

### 2.3. Concept



AGE: +10 years old

PLAYERS: 4-12

TIME: 40 minutes

#### **Description:**

In Concept, your goal is to guess words through the association of icons. A team of two players – neighbors at the table – choose a word or phrase that the other players need to guess. Acting together, this team places pieces judiciously on the available icons on the game board.

To get others to guess "milk", for example, the team might place the question mark icon (which signifies the main concept) on the liquid icon, then cubes of this color on the icons for "food/drink" and "white". For a more complicated concept, such as "Leonardo DiCaprio", the team can use the main concept and its matching cubes to clue players into the hidden phrase being an actor or director, while then using sub-concept icons and their matching cubes to give clues to particular movies in which DiCaprio starred, such as Titanic or Inception.

The first player to discover the word or phrase receives 2 victory points, the team receives points as well, and the player who ends up with the most points wins.<sup>3</sup>

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<sup>3</sup> <http://boardgamegeek.com/boardgame/147151/concept>

## 2.4. Entrepreneur



AGE: +8 years old

PLAYERS: 2-6

TIME: 45 minutes

### Description:

Players open up businesses, build their assets, and then form them into companies. Unless the assets are protected by being part of a company they can be stolen by other players or otherwise harmed. Corporations/companies themselves are also vulnerable to certain cards which allow other players to take them over. When the hand has finished, by someone playing the "grab the money and run" card, the control of the companies/assets is calculated and the player with the most assets wins. But, of course, we should play one more hand...best out of 5 maybe?<sup>4</sup>

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<sup>4</sup> <http://boardgamegeek.com/boardgame/1476/entrepreneur>

## 2.5. The Entrepreneur Card Game



AGE: +8 years old

PLAYERS: 2-6

TIME: 60 minutes

### Description:

The Entrepreneur Card Game is a strategy game for 2-6 players. The objective is to accumulate as much wealth as you can by opening businesses, collecting assets and incorporating those businesses.

It's easy to play - once you know what the powers of the cards are - and all that information is explained fully in the Official Rules. Rip-off your friends, bankrupt your family...make it in big business!

...Thank goodness it's played in the safety of your home.<sup>5</sup>

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<sup>5</sup> <http://boardgamegeek.com/boardgame/38974/entrepreneur-card-game>



## 2.6. GoVenture Entrepreneur



AGE: +12 years old

PLAYERS: 2-12

TIME: not indicated

### Description:

The GoVenture Entrepreneur Board Game combines the best of your favorite board games into a business context where you run your own business and compete, collaborate, and negotiate with other players.

Game play is designed to recreate the real-life thrills and challenges of entrepreneurship in a fun and educational social learning experience.

Activities are expertly designed to enable you to experience the true challenges of entrepreneurship, while at the same time, provide an engaging and experiential group learning opportunity.

Unlike books, courses, seminars, or common "opoly" style business games, GoVenture brings learning to life. The board game format enables a type of group learning which may be difficult to capture using role-playing exercises or software-based business simulations.

Activities include:

Buying, Pricing, and Selling Products (called "Gwidgets")

Managing Employees

Paying Expenses

Managing Cash Flow

Investing in Product Quality and Marketing (Brand)

Negotiating with other players

Interacting with other players through question and answer, drawing, charades, trivia, word puzzles, and more!

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Balancing work and life  
Evaluating Success by Calculating Equity  
Preparation of Balance Sheet and Profit and Loss statements (optional)  
Accounting General Journal and General Ledger (optional)  
and much more!

### Learning Outcomes

Gain knowledge and skills in entrepreneurship, business, finance, marketing, communication (verbal and non-verbal), observation, negotiation, planning, economics, critical thinking, analysis, decision-making, mental arithmetic, and more!

### Board Game Contents

Each board game can be played by 2 to 6 players, each with their own business, or up to 12 players in teams. Each game includes spinner, money, playing cards, sand timer, and playing pieces.<sup>6</sup>

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<sup>6</sup> <http://boardgamegeek.com/boardgame/42371/goventure-entrepreneur>

## 2.7. Imagidés



AGE: +4 years old

PLAYERS: 2-12

TIME: 20 minutes

### Description:

Imagidés, first released in the early 2000s as Talking Dice, is primarily a storytelling device, with players rolling the six-sided dice, then using the images on them to create a story one die at a time. While initially developed in order to assist students with language learning, particularly a secondary language, Imagidés can also be used for games.<sup>7</sup>

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<sup>7</sup> <http://boardgamegeek.com/boardgame/166648/imagides>

## 2.8. Less Risk More Fun



AGE: +12 years old

PLAYERS: 3-12

TIME: 40 minutes

### Description:

The Austrian Insurance Association (VVO) developed the board game "LESS RISK - MORE FUN" to comprehensively and playfully inform young people in particular about the risks and insurance. The game was created as a joint program by the VVO with the "Initiative for Teaching Entrepreneurship" and the "Church Teacher Training College Vienna / Krems" (KPH) and was developed by John Lindner and Gerald Fröhlich. It's free for schools.

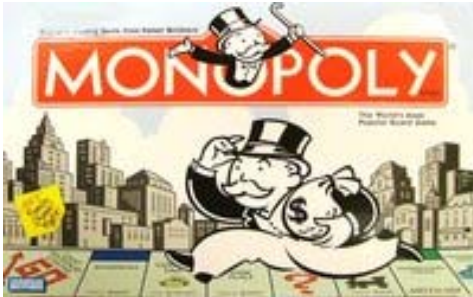
The game is aimed at young people aged twelve years and can be played in two different levels each in German and in English.

The object of the game is to grow staying happy and healthy and to tackle different at different stages in your life. Up to twelve players can participate. The game is designed as a role-playing game and can be played on time, with a certain number of rounds, or until you reach the end. The game is played with each other and not against each other.<sup>8</sup>

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<sup>8</sup> <http://www.redakteur.cc/less-risk-more-fun/>

## 2.9. Monopoly / DKT



AGE: +8 years old

PLAYERS: 2-8

TIME: 180 minutes

### Description:

Theme: Players take the part of land owners, attempting to buy and then develop their land. Income is gained by other players visiting their properties and money is spent when they visit properties belonging to other players. When times get tough, players may have to mortgage their properties to raise cash for fines, taxes and other misfortunes.

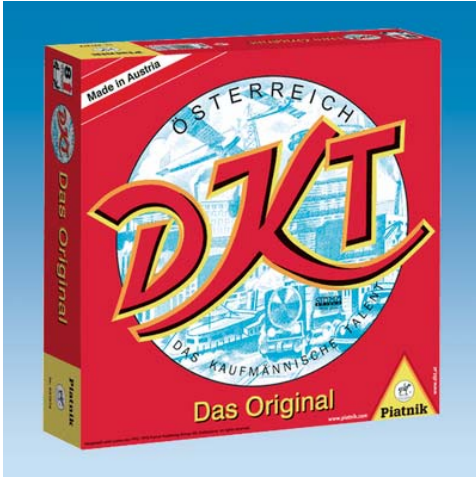
Gameplay: On his turn, a player rolls two dice and moves that number of spaces around the board. If the player lands on an as-yet-unowned property, he has the opportunity to buy it and add it to his portfolio or allow the bank to auction it to the highest bidder. If a player owns all the spaces within a color group, he may then build houses and hotels on these spaces, generating even more income from opponents who land there. If he lands on a property owned by another player, he must pay that player rent according to the value of the land and any buildings on it. There are other places on the board which can not be bought, but instead require the player to draw a card and perform the action on the card, pay taxes, collect income, or even go to jail.

Goal: The goal of the game is to be the last player remaining with any money.<sup>9</sup>

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<sup>9</sup> <https://boardgamegeek.com/boardgame/1406/monopoly>

## Das kaufmännische Talent (DKT)



AGE: +8 years old

PLAYERS: 3-6

TIME: 90 minutes

DKT is similar to monopoly.

It is the most successful all-time board game of Austria. It was developed in Vienna in the year 1936 in the printing Office "Stockinger und Morsack" with the name "Spekulation". During WWII the name was changed to *DKT - Das kaufmännische Talent* because of fear of the German censorship. After the war, in the Fifties, the game slightly changed and was relaunched.<sup>10</sup>

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<sup>10</sup><https://boardgamegeek.com/boardgame/9079/das-kaufmannische-talent>

## 2.10. Pitch Master



AGE: +14 years old

PLAYERS: 3-6

TIME: 40 minutes

### Description:

The players are the owners of competing advertising agencies, producing TV spots, printed ads etc.

The game board and part of the game mechanics are closely related to monopoly (Dice, Movement, Income on start field, chance/community-like cards). The players buy resources like a film production company or a gourmet restaurant, which they and the other players need for their campaigns.

To win, a player has to obtain three different prizes. (1) Young Businessman Award: Obtained by having 250k money. (2) Ad Award: Obtained by reaching one of three fields on the game board. (3) Pitch Award: Obtained by winning three pitches.

For a pitch, two players draw storyboards for an ad campaign about a given topic and then do a presentation of their idea. Then the other players decide who wins the pitch.<sup>11</sup>

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<sup>11</sup> <http://boardgamegeek.com/boardgame/169399/pitch-master>