

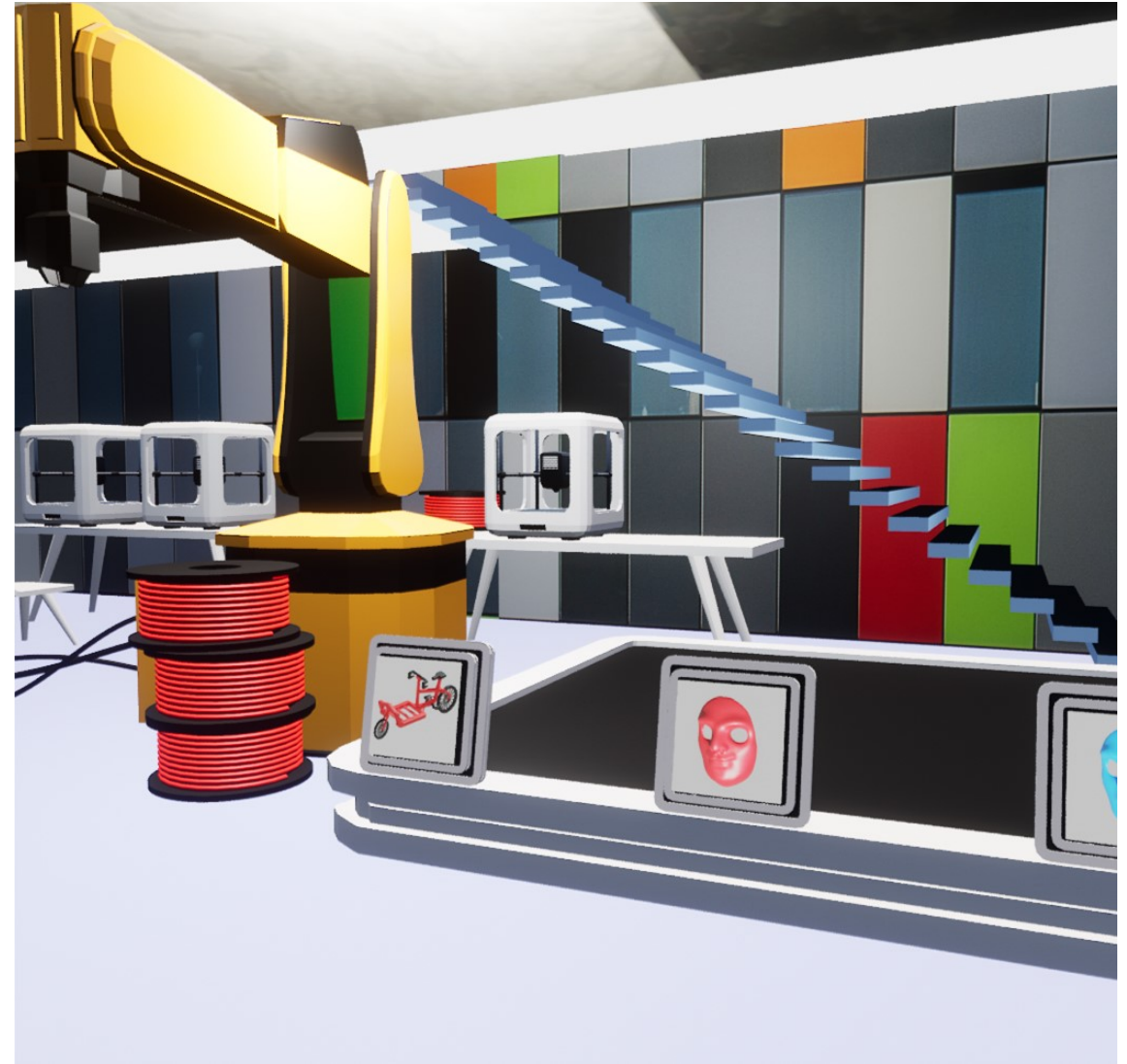


# SE4Ces and Video Game

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# Integrating a New Social Economy Video Game

- **Enhance Curriculum with Experiential Learning:**
  - *Innovative Approach:* Introduce a cutting-edge Social Economy Video Game and Project Platform.
  - *Experiential Learning:* Immerse students in practical economic scenarios for deeper understanding.
  - *Engagement:* Foster active participation, critical thinking, and collaborative skills.
- **Real-World Application:** Bridge theory and practice through virtual economy simulations and impactful projects.
- **Empower Graduates:** Equip students for social entrepreneurship and real societal change.
- *Transform education through interactive, hands-on learning!*





- Discover an immersive learning experience through our free, downloadable pilot – an interactive gateway to constructing your virtual social economy. Immerse yourself in principles of social cooperation, ecological sustainability, and abundance. The game offers:
- **Building Diversity:** Construct and manage eight key buildings that define your virtual society's foundation.
  - **Innovation Centre:** Spark creativity and ingenuity.
  - **Fablab:** Foster hands-on skill development.
  - **Circular Economy Centre:** Explore sustainable production and consumption.
  - **Community Kitchen and Garden:** Embrace communal living and agricultural practices.
  - **Social Clinic:** Increases understanding of community-based health and wellbeing:
- *Embark on a journey to shape a thriving virtual community grounded in cooperation and sustainability!*

## Social Economy Video Game: Overview



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## Supporting the SE4C Modules

### • **Module 3: "Skills and Governance"**

- Enhance Course 2: "Boosting Creativity and Visionary Thinking" by inspiring students' "bad idea brainstorm" and "cover story" activities.
- Directly connect to ISSE online game for practical application of managing a social economy.
- Strengthen Course 9: "Connecting Skills to Value" by prompting consideration of essential skills for expanding their virtual social economy.

### • **Module 4: "Support Structures in SE"**

- Encourage reflection on varied top-down and bottom-up support structures needed for their vision of a social economy through gameplay.
- Prepare students for deeper exploration in "UPSTREAM" online board game throughout the module.

### • **Module 6: "Creating and Assessing Value"**

- In Session 4: "Organizing for Value Creation," prompt analysis of how different buildings interconnect in community management and ownership for multi-dimensional value.
- Foster a comprehensive understanding of interconnected value networks.

*Integrate gameplay to reinforce key concepts and enrich experiential learning across the Social Economy program!*

Click for Mouse Control

**Fablab Quest! Collect 12 Plastic bottles from anywhere in the map**

**GARDEN**

**COMMUNITY  
TRANSPORTATION HUB**

**CIRCULAR EC  
CENTR**

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