



# PLAY THE GAME

## ISGEE GAMIFICATION WORKSHOP

Workshop on using gamification methods for fostering entrepreneurship education

15. 4. 2021

### Program

- 14:00 Welcome (Vojtěch Spáčil, Technical University of Ostrava, Czech Republic)
- 14:05 What is ISGEE project (Szabolcs Pronay, University of Szeged, Hungary)  
(Implementing Serious Games in Entrepreneurship Education)
- 14:20 Consumer Behaviour House (Szabolcs Pronay, University of Szeged, Hungary)
- 14:35 Creativity House (Charo Cuart, STUCOM Barcelona, Spain)
- 14:50 Break-even point House (Claudiu Botoc, West University of Timisoara, Romania)
- 15:05 Start-up House (Taimur Khan, Univations Halle, Germany)
- 15:20 Open discussion

### [Presentation of project](#)

[Registration: CLICK HERE for registering](#)

[Participation: CLICK HERE for participating on workshop](#)

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[www.isgee.eu](http://www.isgee.eu)