

Newsletter No. 4

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Title: LdV project (agreement no 2013-1-PL1-LEO05-37816); Competences of future (COFFE)

News 1: Final project meeting

The final project meeting of partners cooperating within "Competences of future" (COFFE) project (realized within Leonardo da Vinci, Transfer of Innovation) was held at OIC Poland Foundation, Lublin, (Poland) on 15th and 16th June 2015.

12 delegates from 6 partner organizations participated in a 2-day meeting dedicated to collaboration within COFFE project.

We have discussed about:

- Project Management
- Content and technical development of the game
- Pilot testing
- Promotion and dissemination activities
- Quality assurance and evaluation

The most important conclusions:

Partners were interested in receiving information about property rights and future use of the game. It was settled, that property rights will belong to the Project Leader and each partner will receive the free unlimited license to administrate the game in their countries. Partners will be responsible for administrating the game in their countries, giving the access to the game to interested schools, universities etc., updating information contained in the handbook to the game.

Pilot testing: In total 329 students and 78 teachers were involved in external pilot testing in 5 participating countries: Poland, Cyprus, Romania, Spain and Slovenia.

"Enterprise Simulation" has been widely accepted among the target audience.

The use of the game encourages the entrepreneurial spirit of students.

The use of the game **helps significantly increase the skills related to business management:**

- Business planning
- Financial management
- Sales management, logistics and financial planning

Number of users who feel that thanks to participating in the project, they would like to run their own enterprise is 247 (75 %).

The number of teachers, whose students participated in the project, and who will introduce the tool in their future work in school/at university is 69 (88,46 %).

After the final pilot testing of the game, which was done in spring 2015 in all participating countries, the game was updated and corrected.

Photos:



4. Result and analysis (Students)

| ALL PARTNERS (Average value) | BEFORE | AFTER | INCREASE | % |
|--|-------------|-------------|-------------|--------------|
| Evaluate your skills in planning investments? | 5.15 | 6.97 | 2.80 | 28.2% |
| Evaluate your skills in business planning? | 5.55 | 7.12 | 1.56 | 28.2% |
| Evaluate your skills in human management? | 5.49 | 6.98 | 1.53 | 28.1% |
| Evaluate your skills in financial management? | 5.45 | 6.92 | 1.47 | 27.1% |
| Evaluate your ability to HR management? | 6.17 | 7.67 | 1.50 | 24.0% |
| Evaluate your skills in marketing? | 6.09 | 7.26 | 1.17 | 19.2% |
| Evaluate your ability for taking socially responsible decisions? | 6.96 | 7.89 | 1.02 | 14.6% |
| Evaluate your capacity for implementing the knowledge acquired previously? | 6.95 | 7.89 | 0.92 | 14.0% |
| Evaluate your entrepreneurship? | 6.86 | 7.71 | 0.81 | 12.3% |
| Evaluate your ability for team working? | 7.35 | 8.13 | 0.89 | 12.3% |
| Evaluate your ability for adapting to new situations? | 7.09 | 7.95 | 0.87 | 12.2% |
| Evaluate your organizational capacity? | 7.01 | 7.87 | 0.86 | 12.2% |
| Evaluate your ability for solving problems? | 7.04 | 7.89 | 0.83 | 11.9% |
| Evaluate your ability for motivating the team? | 7.23 | 8.01 | 0.78 | 10.7% |
| Evaluate your ability for learning? | 7.43 | 8.09 | 0.65 | 8.8% |
| AVERAGE | 6.51 | 7.41 | 1.10 | 16.9% |

4. Result and analysis (Students who like running their own company)

| ALL PARTNERS | BEFORE | AFTER | INCREASE |
|--|--------|--------|----------|
| Would you like to run your own enterprise considering your current capabilities? | | | |
| YES | 190 | 247 | 30.00% |
| NO | 139 | 79 | -43.17% |
| YES | 57.75% | 75.77% | |
| NO | 42.25% | 24.23% | |

(Three students from Poland haven't answered the questionnaire after using the game)



News 2: Project results

Main aims of the COFFE project were:

- Increasing knowledge of potential game users regarding virtual enterprise functioning and enterprise management,
- Raising awareness of game users in the field of contemporary economic conditions in Poland and other partner countries,
- Helping game users to develop entrepreneurship and use this knowledge for learning and developing competences from areas: entrepreneurship, mathematics, ICT and foreign languages,
- Encouraging users to set up own enterprises and promoting self-employment,
- Raising awareness amongst key stakeholders in the field of key competences which are necessary to possess to get employed,
- Exchanging knowledge about economic conditions, functioning in foreign countries.

Aims were achieved by:

- Improving on-line game by consulting required changes with main stakeholders and potential users and making changes in the game related to: modernizing layout, including realistic economic conditions of partner countries in the game, translating into partners languages,
- Testing on-line game designed for vocational school students in order to give them possibility to become virtual managers,
- Making final improvements and amendments after the testing phase in order to launch new version of the game including international conditions, partners and stakeholders feedback,
- Promoting and disseminating project outcomes to audience interested in possessing this kind of tool: vocational schools, chambers of commerce, careers offices etc.

What have we done?

| Name of the result | Result no | Work package | Medium used | Language version |
|---|-----------|--------------|--------------------------|--|
| Project plan | 1 | WP1 | Publication | English |
| Project website | 2 | WP1 | WWW | English http://coffe-enterprise.wsei.lublin.pl/ |
| Regional needs analysis report | 3 | WP2 | Brochure | English, Polish, Romanian, Greek, Spanish, Slovenian |
| User manual available in partners languages | 4 | WP3 | Book | English, Polish, Romanian, Greek, Spanish, Slovenian |
| „Simulation enterprise” final version | 5 | WP3 | Interactive resource | English, Polish, Romanian, Greek, Spanish, Slovenian http://www.coffegame.wsei.eu/ |
| Pilot testing reports | 6 | WP4 | Brochure | English, Polish, Romanian, Greek, Spanish, Slovenian |
| Evaluation report | 7 | WP5 | Publication | English, Polish, Romanian, Greek, Spanish, Slovenian |
| Promotional materials | 8 | WP6 | Press releases, leaflets | English, Polish, Romanian, Greek, Spanish, Slovenian |
| Facebook profile | 9 | WP6 | Interactive resource | English https://www.facebook.com/pages/COFFE-Enterprise-simulation/615027655228109 |
| Quality management plan | 10 | WP5 | Brochure | English |

News 3: Contacts of the moderators of the game Enterprise simulation

After the final pilot testing of the game, which was done in spring 2015 in all participating countries, the updated and final version of the game was prepared.

Lets's play the game "Enterprise simulation"

You can find it on the new address <http://www.coffegame.wsei.eu/>

For username and password, please contact the moderator in your country:

POLAND:

Edmund Wąski
edmund.wasik@wsei.lublin.pl
Phone: +4881 749 32 53

CYPRUS:

Christos Giannouls
info@rci.com.cy
Phone: 00357 25761080

SPAIN:

Antoni Munuera
amunuera@cambraterrassa.es
Phone: 93.733.98.33

ROMANIA:

Pana Alexandra
alexandra.pana@cpip.ro
Phone: +40754971845

SLOVENIA:

Marina Letonja
marina.letonja@gea-college.si
Phone:+38615881326

News 4: Comenius prize

"Enterprise simulation" game has been awarded with COMENIUS Prize during award ceremony "50 Years – Digital Innovation in Europe" the most important German and European awards for exemplary educational ICT-based multimedia. The event took place on 17th June in Berlin.

Over 200 publishers, media producers and educational houses of Germany and Europe, followed this year for 19th time the invitation of the Society for Education and Information e.V. (GPI) to Berlin.

Comenius EduMedia Awards GPI promotes educational, content and design particularly valuable ICT-based educational media:

Didactic Multimedia Products (DMP),
General Multimedia Products (AMP),
Teaching and Learning Management Systems (LMS),
Computer games with competence-promoting potentials (CKP).

The focus is put on the pedagogical content and didactic-methodological aspects.

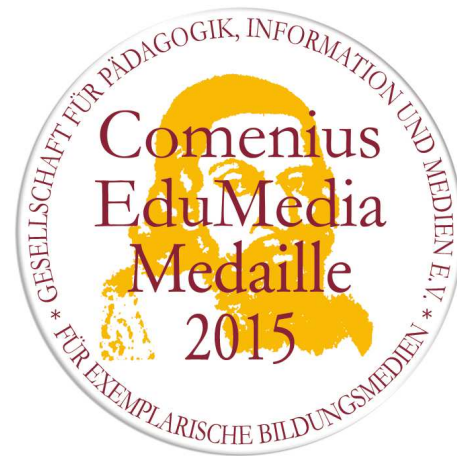
During the ceremony, COFFE project consortium was represented by Mr. Christos Giannoulis – the Director of Research & Consultancy Institute, who received the award on the behalf of the consortium.

Link to the website with more information about the event:

[Presseinfo-2014-2-20-06-14](#)

<http://www.comenius-award.de/> (in German)

Photos:



You can visit our FB profile <https://www.facebook.com/pages/COFFE-Enterprise-simulation/615027655228109> and project website: <http://coffe-enterprise.wsei.lublin.pl/>

Click on the links and join COFFE community!