

'Smarter... Greener... Safer...'

# Smart Agent

**ONLINE WORKSHOP 2**  
**educational game on entrepreneurial skills**  
**in environmental education**

# The workshop objectives

- ▶ entrepreneurial education: effective interpersonal communication;
- ▶ entrepreneurial education: decision making skills;
- ▶ integrating scientific knowledge with entrepreneurial skills;
- ▶ exchanging experiences based on project related scientific knowledge;
- ▶ soft skills development.



# The workshop agenda

- ▶ **THE GAME 'SMART AGENT'**
  - ▶ introduction;
  - ▶ presentation of the game rules;
  - ▶ playing the game;
  - ▶ identification of winners;
  - ▶ final remarks /questions
- ▶ **METHODOLOGY**
  - ▶ discussion method;
  - ▶ deductive method;
  - ▶ exchanging experiences



# The game introduction

- ▶ ‘SMART AGENT’ is a simulation game during which participants play the role of adepts of the elite Secret Service Academy;
- ▶ They need to pass the last exam - the goal is to uncover opinions of other people about the environmental problems and keep their own point of view in secret;
- ▶ The winner will be the one who can listen actively, use their scientific knowledge and ask the right questions - entrepreneurial skills (e.g. soft skills) will be useful.



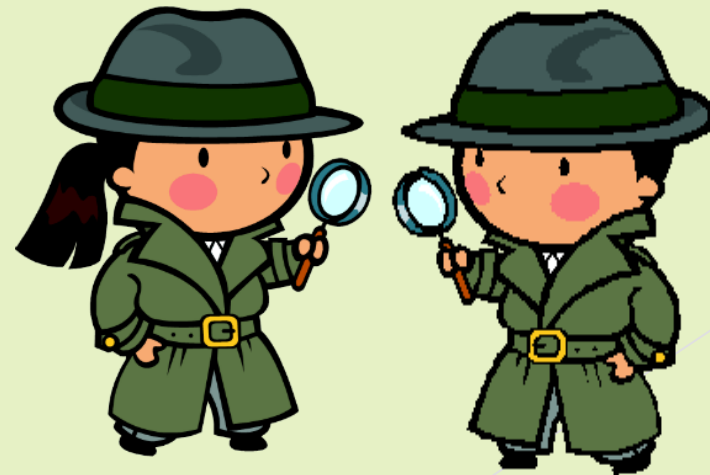
# Rules of the game

- ▶ In a moment you will read two different expert opinions about environmental issues.
- ▶ Choose the standpoint which is closer to your beliefs.
- ▶ Try to uncover the point of view of others during the game. Write in the chart the names of people whose opinions you discovered during the conversations.
- ▶ You **can't show** your notes to other players.
- ▶ At the end of the mission points will be given according to the rules:
  - you will receive one point for every person correctly matched with their opinions
  - you will lose one point for every person incorrectly matched with their opinions
- ▶ The winner will be the person who will correctly match the highest number of agents with the right opinions. They will receive the title of the 'SMART AGENT'.



# Let's start playing!

I'd like to invite you to take part in a training game,  
during which you will play the role of the adepts  
of the elite Secret Service Academy



# Let's start!

Here are the instructions for you.

I would like to ask you to keep all the instructions secret.

Please, don't comment - you might lose the chance of a good result.

If you have any questions or concerns, please ask me (the teacher).

Please, read the game instructions carefully

(attached in a Word document)

(10 min)



# The game!

Start a conversation with as many other players as possible.

Remember to follow the rules indicated in the instructions.

Finally, we will identify the winner who will be awarded  
the 'SMART AGENT' title.

(30 min)





# The winner is...

- ▶ Each player reveals their point of view
- ▶ Everyone verifies their list
- ▶ Please complete the following chart

Name of the person	Point of view	Number of players who discovered this point of view	Number of beliefs uncovered by the person (+1 point)	Number of mistakes (wrong guesses) made by the person (-1 point)



# Discussion on the game

- ▶ What made it easier for you to identify the others' point of view?
- ▶ What kind of behaviour did you find difficult?
- ▶ What skills helped you to encourage others to speak?
- ▶ Did your scientific knowledge on the topic help you ask and answer questions?
- ▶ Did you find out any new facts about environmental issues, in particular those referring to renewable sources of energy?



# Now it's our turn ...😊

## **TASK**

What other SGS project related issues/topics can be raised in the game we played?

**Design a lesson plan involving entrepreneurial education (e.g. emphasising skills like interpersonal communication, drawing conclusions, decision making, creative problem solving) linked with the subjects of your choice and related to the 'Smarter...Greener...Safer...' project.**



# GOOD LUCK! 😊

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