

ROLE-PLAYING GAME VILLA INNOVADORA

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ABSTRACT

Villa Innovadora (Innovative Villa) is a role-playing game with hidden identities assigned using cards, which aims to develop and strengthen skills and values associated with entrepreneurship. The game has four key moments: Preparation, Crisis, Decision-making phase and Events.

DESCRIPTION OF THE GAME

Although the concepts related to entrepreneurship can be easily appropriated, entrepreneurship teaching has a high attitudinal component based on the skills and competences of the students. Not surprisingly, **the teaching of entrepreneurship requires experiential components for increasing its effectiveness** (Rasmussen and Sørheim 2006; Haase and Lautenschläger 2011; Neck and Greene 2011; Rideout and Gray 2013).

In response to the above, Villa Innovadora aims to respond to the lack of this attitudinal component in the teaching of entrepreneurship through a dynamic of a role-playing game with 27 cards representing seven key characters: Entrepreneurs (traditional, cultural, social, and technological), “Creaticidas” (Creativity killers), Mentor, Innovator, Networker, State, Investor, CEO of the Multinational and Indecisive Entrepreneur.

Guided by a narrator, students assume the roles of such characters, facing situations arising in real life: analysis of problems, decision-making, generation of ideas, among many others. In this way, they experience the dynamics of the entrepreneurial world.

The game has four key moments described below:

- Preparation: The narrator distributes the cards to the players without showing their identity. Everyone should look at them carefully so that nobody discovers other people’s roles.
- Crisis: Once the cards are given, the narrator announces that the Villa is facing a deep crisis and it is necessary to make some decisions. He/she will immediately ask all the players to close their eyes and starts calling all the roles so they can make use of their powers. In this phase of the game, the Creaticidas (who can recognize themselves opening their eyes when the narrator calls them) must demotivate one of the Entrepreneurs or Allies to get him/her out of the game.
- Decision-making phase: When the crisis period ends, the narrator will ask all the players to open their eyes, telling them the decision-making phase has now began. Immediately, he/she must announce which player was demotivated during the crisis period and must leave the game. The decision-making phase consists of conducting a trial where at least one of the Creaticidas should be discovered. For this, all the players must observe carefully everyone’s behavior so they can determine who are the Enemies and get them out of the game. Through a vote, the members of the Villa must choose one person they consider suspicious. Players accused by others must argue why they are not Enemies and try to convince them to change their vote. Once the decision is made, the chosen player must leave the game revealing his/her identity.
- Events: During the decision-making phase, the narrator may use the Events card which purpose is to promote idea generation among the players. The narrator will randomly choose three or four people and ask them to generate a creative solution to a specific problem. Everyone will vote for the best idea and the winner will be protected during the trial.

Villa Innovadora does not require previous knowledge in entrepreneurship. The game is intended to be played by 10-years-old and up.

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