

SPEED UP

4th Interregional Thematic Seminar Antwerp, 20 March 2018



Being enterpreneurs?

... a child's game!

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Polo Tecnologico Lucchese

It was created to facilitate technology transfer and the development of innovative activities in strategic sectors.

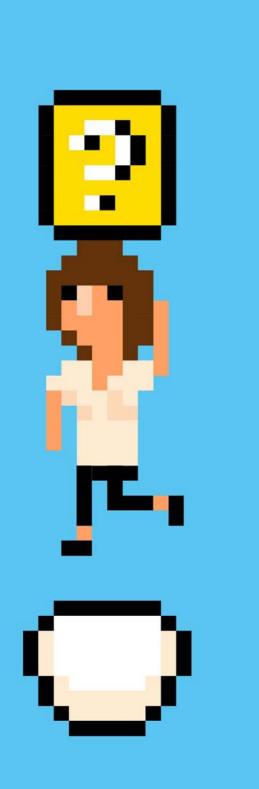
Two buildings as a an hub for sharing knowledge between companies, universities, institutions.



Polo Tecnologico Lucchese

Incubator – innovative startups Accelerator – innovative SME&M Coworking

Areas of Interest IT - Information Technologies Sustainable Building Techniques Green Energy Technologies



Polo Tecnologico Lucchese

INNOVATION HUB

- Industrial and commercial networking
 - Access to a network of investors
 - Technology transfer activities,
 - Events management

SCOUTING & PRE-INCUBATION SERVICES

Scouting Team Events & Projects (Creathon, Lucca Start and Up, Project RETIC) Business planning free advicing Training courses for young and aspiring entrepreneurs and ...

.... STUDENTS!!!



... so what to do in order ...

... to keep their attention up during the lessons?

... to help them to remember (for more than five minutes after the lesson end) the main subjects explained

... to help them to easily get a proper focus on being an enterpreneur ...



... oh! it may be a videogame...

... to keep their attention up during the lessons?

Engagement

to help them to remember (for more than five minutes after the lessons end) the main topics of the lesson

Retention/Loyalty

... to help them to easily get a proper focus on being an enterpreneur ...

Practicing like a young enterpreneur



... yes! it will be a videogame...

First of all: it must be developed by a start-up.

It must respect the following requirements

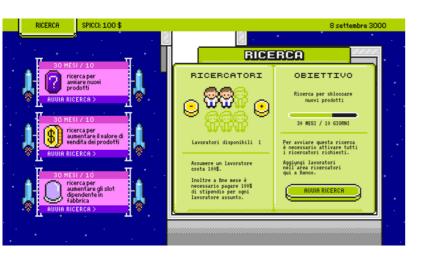
... be <u>really</u> funny, a <u>real videogame</u> to be played as such

... be based on the business model canvas

... be focused on the enterpreneurial thinking



PRODUZIONE SPICCI: 100 \$ 8 settembre 3000 FABBRICA PRODOTTO LAUORATORI MIGLIORIE a. 0 Θ Θ Gattini per Soli Barra di produzione 0,78 giorni 10 pezzi unità per ciclo tempo di produzione Assumere un lavoratore costa 100\$. Ò 0 10 spicci 15 spicci Inoltre a fine mese è necessario pagare 100\$ di stipendio per ogni Riduci costo 250\$ Migliora velocità 250\$ Aumenta deposito 250\$ costo di produzione valore di vendita lavoratore assunto



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About "Start and Up"

4 areas production/market/sales/r&d + budget

time is a resource

... and yes, the company failure is a possibility.

And now, let's play!

ANDUP SPEED UP 4th Interregional Thematic Seminar Antwerp, 20 March 2018

www.startandup.eu

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Thanks for your attention!