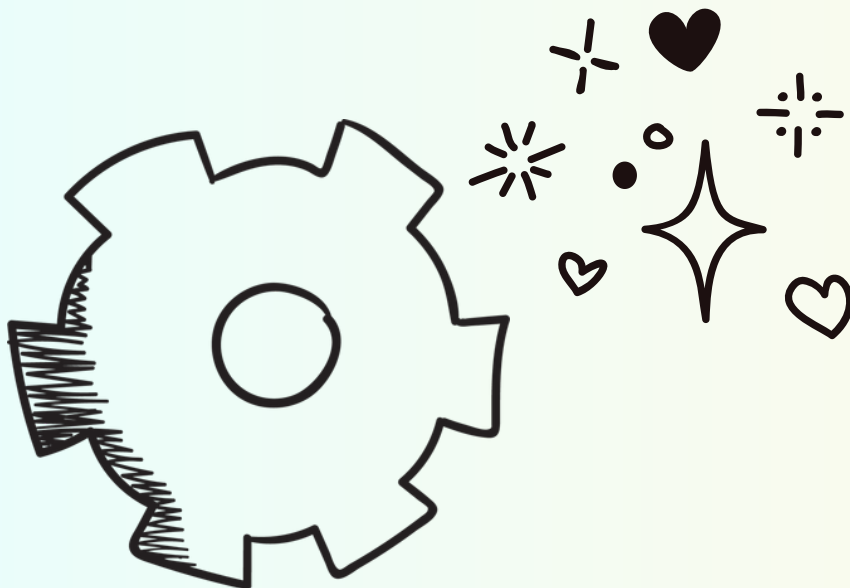


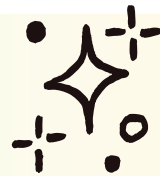
**IMPACT**

**QUEST**

**A GAMIFIED EXPERIENCE FOR LEARNING  
SOCIAL ENTREPRENEURSHIP**

**GUIDE FOR  
FACILITATORS**





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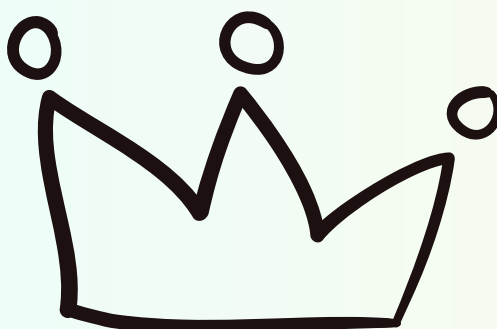
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# INTRODUCTION TO THE GUIDE FOR FACILITATORS

This guide is designed to help you run the *“Impact Quest” Social Entrepreneurship Game* in a way that is engaging, impactful and adaptable no matter your learning environment or audience. Whether you are an educator, teacher, youth worker, team leader or workshop facilitator, this guide will support you in adapting the game to suit your group’s needs, time and learning goals.

You don’t need to read this guide from start to finish – it’s not a novel! Instead, think of it as a toolbox. Each section is here to offer you practical ideas, tips and tricks and resources that you can dip into as needed.

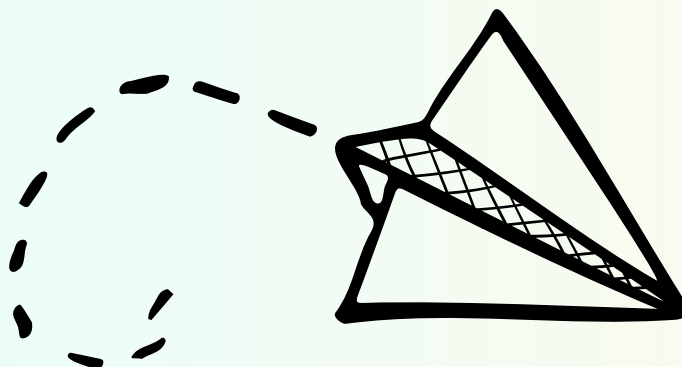
- Looking for a quick game overview?
- Need more information and knowledge about social entrepreneurship?
- Looking for inspiration to run your workshop or session?
- Need guidance on how to evaluate the players’ performance?

Just go to the part that’s most relevant to you at the moment.

We’ve kept things clear and easy to follow, so you can focus on what matters most: creating a fun, engaging and meaningful learning experience that helps participants explore what it means to be a social entrepreneur.

So take what you need, skip what you don’t and make this experience your own.

## Let’s get started!



## ABOUT THE GAME: "IMPACT QUEST"

Social Entrepreneurship game "*Impact Quest*" is an interactive, team-based game designed to introduce learners to the exciting and meaningful world of social entrepreneurship. So, *Impact Quest* is more than just a game: it's a creative learning experience where players explore how social enterprises address important real-world problems while also running as a sustainable business.

A social enterprise is a business model that exists not only to make money, but to create a positive impact on people, communities and the environment. This core idea is driving the players through two interactive parts where the players will:

- Step into the shoes of social entrepreneurs
- Identify social, cultural or environmental problems
- Generate innovative business ideas that aim to solve those social issues
- Develop their ideas into impactful social enterprise models
- Pitch their concepts for feedback

The game encourages collaboration, critical thinking and creativity, while showing how business can be used both creating a long lasting social impact as well as sustainable income.

This game isn't about having all the right answers, it's about thinking out of the box, asking questions and developing the mindset of a social entrepreneur. It's designed to be accessible to players of all backgrounds, with no prior knowledge of business or entrepreneurship needed.

Whether it is played to spark curiosity, build skills or launch a real project, "*Impact Quest*" will help the players take the first steps toward **turning ideas into action**.

So, are you ready to explore the power of this game and make the play time a meaningful experience for everyone?

# LEARNING THROUGH THE GAME: IMPACT QUEST

By the end of the *Impact Quest* game experience, participants will gain practical insights and hands-on skills that go far beyond traditional learning. The game not only educates about social entrepreneurship but also empowers players to think differently about business, address community issues and find solutions as well as discover their own potential to make a real impact in the society.

The game is designed to reach different learning outcomes for players depending on their experience and the context in which it's played.. The game encourages players to step into the shoes of a team developing a social enterprise idea from identifying the social issue till developing the financially sustainable business model. This experience not only builds empathy and initiative but also strengthens business thinking - analysing markets, understanding business models, and cost structures.

During the interactive game players understand the core principles of social entrepreneurship, learning how it differs from traditional businesses and social initiatives or non-profit organisations. They will understand that a social enterprise is built to balance social value with financial aspects, proving that business can thrive while solving social, cultural, economical and environmental issues.

In the first part of the game players recognise and analyze pressing social, environmental, economical or cultural issues across various settings. While exploring potential solutions, they practice critical thinking by uncovering its root causes and sense of initiative.

In the second part of the game players go through the process of creating a simple yet effective business model (following the Business Model Canvas) that addresses a social problem. This includes brainstorming solutions, defining a target audience, planning for financial sustainability, and designing strategies to maximize social impact.

The game is not only about creating social enterprises, it is built around teamwork and collaboration. As players tackle challenges together, they develop their communication, leadership, problem-solving and decision-making skills.

# FACILITATING THE GAME

The *Impact Quest* game is designed as a two-part educational journey into the world of social entrepreneurship. The rules and the Players' Pocketbook guide participants step by step, while the facilitator plays a critical role in keeping the game flowing smoothly, ensuring inclusiveness and maximizing learning. Now we will explain a bit more how to run the game effectively, what is the role of the facilitator and how to use the cards and game materials.

The *Impact Quest* works best when the facilitator combines enthusiasm, fairness and structure. By guiding teams step by step, keeping the energy high and helping participants reflect on what they learned, the facilitator turns the game from a simple simulation into an engaging, hands-on introduction to social entrepreneurship.

## GAME FLOW AND TIMING

The game is divided into two parts. It can be played in one longer session (around three to four hours in total) or split into two shorter sessions.

**In Part 1: Social Impact Idea Development**, the focus is on exploring real-world social problems and designing meaningful solutions. This part usually takes around 90 to 120 minutes. The session begins with a short warm-up or energizer (for more ideas see appropriate section of this guide), followed by an introduction where teams select a social issue card to work on. Teams then move through the five key elements step by step: identifying stakeholders, brainstorming solutions, considering direct results, imagining long-term economic impact and finally exploring long-term social impact. Throughout this process, teams place their cards on the game board to build a "social enterprise road." At the end of Part 1, each group prepares a short two-minute pitch of their idea. These pitches are presented to the facilitator or a jury, and the winning team earns a Joker Point that will be used in Part 2.



**In Part 2: Building the Social Enterprise Model**, the emphasis shifts from generating ideas to creating a full social enterprise model. This part takes around 90 to 120 minutes. Teams begin with a re-energizer to reset their mindset, then work through the different components of the Business Model Canvas<sup>1</sup>, step by step, filling in the Social Enterprise Road with their strategies. During this part, teams will draw “Money Cards” at random, which simulate real-world surprises such as unexpected funding or financial challenges. These cards make the game more dynamic and force teams to think adaptively. Finally, each group prepares a three-minute pitch where they present their social enterprise idea. The pitches are scored on a balance of social and business points, and the team that achieves the perfect balance and highest scores is declared the winner.

## **ROLE OF THE FACILITATOR**

The facilitator is more than just an organizer of the game. Their role combines that of a coach, a timekeeper and an energy holder. As a **coach**, the facilitator encourages participants to think critically, ask deeper questions and explore creative solutions without giving them the answers. They guide reflection (methods shared in other sections of this Guide) by prompting teams to consider the perspectives of stakeholders or the sustainability of their ideas.

As a **timekeeper**, the facilitator ensures that the game progresses at the right pace. Since each stage has a recommended time limit, it is important to keep teams moving forward so that there is enough time for pitching and reflection. Regular time checks, reminders and gentle nudges help keep the energy flowing without making teams feel rushed.

The facilitator is also the **energy holder** in the room. They set the tone by bringing enthusiasm, curiosity and encouragement to the groups. This involves celebrating small wins, empowering quieter participants to contribute and using energizers to keep the teams active and motivated. The facilitator also ensures that the space is inclusive, respectful and fun.

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<sup>1</sup> **The Business Model Canvas** is a simple, visual tool that helps people understand, design and explain how a business works. Instead of long business plans, the BMC fits everything important about a business idea onto one page. It shows how the different parts of a business connect to create value for people and generate income. It was created by Alexander Osterwalder with co-author Yves Pigneur (2005) and is now used all over the world – including by social entrepreneurs – because it’s easy to use and makes business thinking clear.

Finally, the facilitator has the role of **evaluator** and rule-keeper. They explain the rules at the beginning, monitor fair play and either lead the jury or support it in evaluating team presentations. The facilitator ensures that scoring is transparent and consistent, while also providing constructive feedback to all teams so that everyone leaves the session with a sense of achievement. Facilitators can use the Assessment Sheet as a support that will help to follow the points during the pitches.

## **RUNNING THE GAME EFFECTIVELY**

Facilitating the *Impact Quest* game works best when structure and flexibility go hand in hand. The facilitator needs to clearly explain the rules and steps at the beginning, but also remain responsive to the needs of the group as the game unfolds. It is often helpful to circulate between teams, answering questions, clarifying instructions and asking reflective prompts such as “How would this affect your stakeholders?” or “What might make this sustainable in the long run?”

Time management is essential. It is easy for teams to get stuck in long debates about solutions or business models, but the facilitator’s role is to keep them moving and remind them that they will have a chance to refine their ideas later. Announcing “time left” reminders keeps everyone aware of pacing.

At the end of each part, the pitching process is not only about choosing winners but also about creating a shared learning moment. Each team has a chance to present, receive feedback, and listen to other ideas. The facilitator should emphasize creativity, teamwork and real-world relevance, showing that the value of the experience goes far beyond the final scores.

After the game, it is crucial to take time for reflection. A structured debrief allows participants to connect the activity with the real-world practice of social entrepreneurship. This reflection stage transforms the game from a fun activity into a meaningful learning experience.



# PREPARING THE GROUP TO PLAY

## ENERGIZERS AND ICEBREAKERS TO SET THE STAGE FOR THE BEST LEARNING EXPERIENCE

Before playing the *Impact Quest* game,, it's important to warm up the group. Energizers and icebreakers get people moving, talking and feeling comfortable. They help break down social walls, spark creativity and build the trust needed for a successful game experience. Think of them as the "stretching" before the workout of learning.

### Why is it important?

- They support people in creating connections. Icebreakers help people feel part of the team and create an inclusive environment where everyone can participate equally.
- They boost energy! A classroom or a workshop – it doesn't matter, players lose attention easily. A quick, fun game lifts the mood and gets people ready to think and engage.
- Participants come from different backgrounds. Icebreakers make it easier to speak up, take risks and work together.
- They prepare the brain to think about the topic. Movement, humor and curiosity activate attention and learning. Starting with a quick fun activity makes space for deeper thinking later.
- Energizers set the tone to play. A good icebreaker signals that this is a creative, safe and collaborative space.

### How to choose the right energizer or icebreaker?

Choosing the right warm-up activity depends on your group and your goals. First, think about the kind of energy you want to create. Do you want the group to feel calm and focused, full of lively laughter or gently connected through quiet bonding?

Next, consider the size of your group. Will you be working with a large circle of participants, smaller teams or pairs during the game?

It is also important to think about the setting. Are you meeting the players for the first time? Is it a classroom or a non-formal educational setting, is it a part of a longer training or just a workshop? Time is another factor. How much time do you have for the warm-up? Do you want a quick 3-minute activity, something around 10 minutes or a longer exercise that allows for deeper connection?

Finally, ask yourself if you want the activity to be directly connected to the theme of social impact or social entrepreneurship, or if you simply want something fun to break the ice and get players more comfortable.

Here we share some methods you can consider using before starting the game.

## **MAKE A COMMON GROUND AND A FIELD FOR TEAMWORK, WHEN THE PLAYERS DO NOT KNOW EACH OTHER SO WELL**

### **1. Two truths and a dream**

#### Description:

This is a classic icebreaker with a positive twist. Instead of saying an untrue fact, participants share two true facts about themselves and one dream or ambition. This makes it easier for people who don't know each other to open up while keeping the activity inspiring and fun. It helps the group to see each other as real people with unique stories and hopes for the future, which builds trust and empathy before they start playing together.

#### Activity:

Each participant takes turns sharing three statements about themselves: two truths and one dream. The rest of the group guesses which statement is the dream. After the reveal, participants often discover surprising things they have in common.



## 2. Human Bingo

### Description:

This activity is great for quickly connecting people in large groups. It gets participants moving, asking questions and discovering shared interests. Instead of staying in their own circles, players meet many new people in a short time. It's fun, fast-paced and breaks down barriers of shyness.

### Activity:

Each participant gets a bingo sheet with prompts like "Can cook", "Has pets" or more into the topic like "Has volunteered before." or "Can name a social enterprise". Participants mingle and ask each other questions to find someone who matches the prompt, writing their name in the box. The goal is to complete a row or the whole sheet.

## 3. Common ground circles

### Description:

This energizer shows how much people actually have in common, even if they are meeting for the first time. It encourages people to notice shared experiences and values, which builds group connection. It also creates movement and keeps energy high.

### Activity:

The facilitator calls out prompts like "Step into the circle if you like pizza," or "Step into the circle if you've helped someone this week." Participants step into the middle if the statement is true for them. After several prompts, participants see how often they overlap with others.

## 4. One word mood check-in

### Description:

This is a calm and reflective energizer. It helps participants tune into their own feelings and understand how the group is doing emotionally. It sets a tone of honesty and respect, showing that feelings matter in learning spaces.

### Activity:

Sitting in a circle, each participant shares one word that describes how they feel right now (e.g., "excited," "tired," "curious"). The facilitator can note patterns or simply thank everyone for sharing.

# **MAKE A COMMON GROUND AND GETTING INTO THE TOPIC OF SOCIAL ENTREPRENEURSHIP**

## **1. Impact word cloud**

### Description:

This energizer helps participants shift their minds into “learning mode.” It sparks curiosity about social entrepreneurship by connecting with words and ideas they already know. It also helps the facilitator see what players already think or feel about the topic, making it easier to start deeper discussions.

### Activity:

Ask each participant to write one word they associate with “entrepreneurship,” “impact,” or “social change” etc. Collect all the words on a board, flipchart or digital tool (like Mentimeter if online). Read them out loud and highlight patterns.

## **2. Would you rather? – Social impact edition**

### Description:

This debate game introduces social issues in a simple way. It gets participants moving, thinking critically and sharing opinions. It’s fun, but it also sparks meaningful conversations about real-world choices and values.

### Activity:

Pose dilemmas like: “Would you rather solve climate change or end poverty?” or “Would you rather run a nonprofit organisation or a social enterprise?” Participants move to one side of the room (or raise hands) to show their choice. Afterward, ask a few volunteers to explain why they chose that side.

## **3. Mission match**

### Description:

This activity helps participants get to know each other while focusing directly on values and passions connected to social impact. It encourages active listening and empathy and it makes people realize that they share similar goals for making a difference.

### Activity:

Pair participants up. Each pair has 2 minutes to ask: “If you could solve one problem in the world, what would it be and why?” After both have shared, each introduces their partner to the group, highlighting their mission.

#### 4. Social issue pictiory

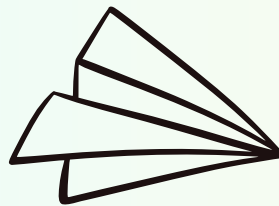
##### Description:

This activity brings social issues to the surface. Drawing adds humor and makes serious topics easier to approach. It engages visual learners and gets participants to think about what big problems in society might look like.

##### Activity:

Divide participants into small groups. One person in each group draws a social issue (like pollution, poverty or lack of education) while the others guess what it is. Rotate drawers so everyone gets a chance. End with a short reflection on why these issues matter.

#### 5. Dream newspaper headline



##### Description:

This energizer gets players to think big. It uses imagination to connect personal goals with social entrepreneurship. By asking them to picture their success as news, it helps them clarify what change they'd like to see in the world.

##### Activity:

Give participants 3 minutes to imagine a future newspaper headline about their impact on the world. For example: "Local students launch a project that ends food waste in town." Participants share their headlines in pairs or small groups.

#### 6. Yes, and... Storytelling

##### Description:

This activity builds creativity and positive group energy. By always saying "Yes, and...", participants learn to accept and build on others' ideas. It's fun and spontaneous, helping the group feel more open to sharing.

##### Activity:

One person starts a story with one sentence (e.g., "Yesterday I discovered a social problem that..."). Each person adds to the story, starting with "Yes, and..." The story keeps building around the circle until it ends.

# DEBRIEF AND REFLECTION

## DIFFERENT WAYS TO CLOSE THE LEARNING EXPERIENCE

After playing the *Impact Quest game* it's important to take time to think about what happened. Reflection, debriefing and evaluation help people understand what they learned, how they felt and how they can use their ideas in real life.

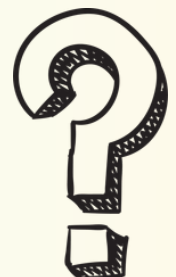
### ***Why is it important?***

Debriefing turns the game into meaningful learning. By reflecting on their roles, decisions, and teamwork, participants gain insights into their strengths, growth areas, and ways of collaborating. Teams share what worked, address misalignments, and offer feedback that strengthens cooperation. Reflection also invites them to question assumptions, refine strategies, and consider the ethical, sustainable, and long-term impact of their choices. At the same time, facilitators can evaluate what participants learned, identify gaps, and adapt future sessions. In this way, debriefing not only improves business ideas but also enhances personal and group performance for future projects.

### ***How to choose the right reflection, debriefing and evaluation methods?***

Choosing the right method depends on your group, your goals and the situation you're in. Some groups love to talk, while others prefer writing or building. Some methods work best in person, while others are great online. And sometimes you only have 5 minutes, other times, you have more space to go deeper.

Whether you want to help people think about what they learned, give each other feedback, or plan next steps, there's a method that fits your group. Think about your goals, your group, and your time and use the guiding questions below to find the most useful reflection, debriefing, or evaluation tool.



**To select the most appropriate method, consider the following questions:**

- What is my main goal? – Insight, feedback, behavior, or impact
- Who is my audience? – Age, learning style, language, or confidence level
- What format is best? – In-person, online, or hybrid
- How much time do I have? – 5 minutes, 20 minutes, or ongoing
- What kind of engagement do I want? – Quiet thinking, lively discussion, or creative play

Here we share some methods you can consider using after the game.

## **DEBRIEFING ACTIVITIES TO USE IMMEDIATELY AFTER THE GAME**

### **1. Circle debrief – “What? So What? Now What?”**

#### Description:

The circle debrief is a simple, inclusive way to reflect after a game, activity, or workshop. It's often used in group learning and youth work because it encourages honesty, equality, and active listening. Sitting in a circle removes hierarchy. Everyone can see each other and has an equal chance to speak. It builds a sense of safety and inclusion. Because it's one speaker at a time, participants learn to listen without interrupting or planning their next response. This builds empathy and respect. Sharing in a group encourages people to think more deeply about what they learned, how they felt, and what they'd do differently.

#### Activity:

The method includes three questions:

1. What? – What happened during the game? What did we do?

This question helps players describe their experience. They can talk about what their team did, what choices they made, and how the game went. Everyone gets a chance to share what stood out to them.

2. So What? – Why does it matter? What did we learn from it?

These questions help to highlight the meaning behind the experience. What did players learn? Why was it important? This helps connect the game to real-life situations and shows how decisions affect others.

3. Now What? – What will we do differently next time? How can we use this in real life?

These questions look toward the future. It helps players think about how they can use their ideas or skills in real life, or what they'd do differently next time. It's about turning learning into action.

## 2. Method Line-Up “Impact vs. Profit”

### Description:

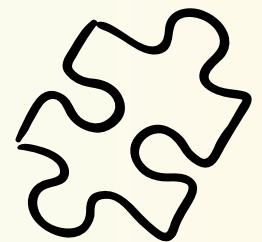
The Line-Up is a simple, active reflection method where participants physically position themselves along a line based on how they feel or what they think. It's great for energizing the group and sparking meaningful discussion. Instead of just talking, participants move. This helps people engage their body and brain, making it easier to reflect—especially for kinesthetic learners. The line shows how people think or feel differently. It opens up conversation about diversity of opinion, experience, or confidence.

### Activity:

Draw a line across the room with “SOCIAL IMPACT” on one end and “PROFIT” on the other. Ask participants to place themselves along the line based on which side their team emphasized more.

Discuss:

- Why did you stand there?
- Was it intentional or accidental?
- What are the consequences of leaning too far to one side?



## 3. Debriefing method “Build the Bridge”

### Description:

Using LEGO bricks for debriefing transforms reflection into a hands-on, creative, and meaningful experience. It's a method inspired by the principles of LEGO® SERIOUS PLAY®, where people express thoughts and emotions through building, not just words. Participants can build their ideas, emotions, or reflections using bricks. It helps express thoughts that are hard to put into words—especially abstract or emotional topics. It combines visual, tactile, and verbal reflection. This supports deeper learning, especially for people who don't enjoy traditional discussion formats.

### Activity:

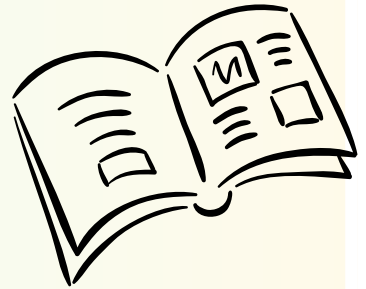
Give each team a few LEGO bricks, sticky notes, or simple drawing tools. Ask them to visually build or draw a bridge that connects:

- On one side - The Problem or Social Issue
- On the other side - A Better Future (Impact)
- The bridge structure represents their business model or/and key actions

Each part of the bridge should represent something: stakeholder, solution, resource, key activity, challenge or obstacle (e.g., a missing brick or broken step). Questions to discuss after activity:

- What parts of your business were “strong” parts of the bridge?
- What gaps or missing bricks did you notice?

What would make your bridge (solution) stronger in real life?



## EVALUATION ACTIVITIES TO ASSESS LEARNING

### 1. Self + Peer/ Teams Scoring Rubric

#### Description:

Self and peer scoring isn't just about giving marks—it's a powerful reflection and learning tool. When participants evaluate their own work, they reflect on their decisions, strengths, and areas for improvement. Scoring themselves and their peers helps learners think about what quality work looks like. Participants also take ownership of their learning and contributions. It moves them from passive roles to being actively involved in the learning process.

#### Activity:

Give each participant a simplified rubric with criteria like:

- Understanding of social issue
- Creativity of solution
- Stakeholder engagement
- Business model clarity
- ...



Participants first rate their own work, then rate the work of their teammates. Let them self-score and also score their peers. Discuss gaps and surprises.

### 2. Reflection Cards

#### Description:

Reflection cards provide clear, focused questions or prompts that guide participants in thinking about their experience. They remove the pressure of “not knowing what to say” by offering a starting point, which is especially helpful after intense activities or games. With the right questions in front of them, participants can explore their thoughts, feelings, and insights at their own pace. This structure encourages deeper reflection, because it breaks big ideas into manageable parts—making it easier for people to connect the activity to their personal learning, team dynamics, or real-world impact. Whether used individually, in pairs, or in groups, reflection cards create space for thoughtful conversations and meaningful takeaways.

### 3. SDG matching

#### Description:

SDG Matching is a simple but powerful reflection activity that helps participants connect their social enterprise ideas to real-world global goals. It helps teams see the real-world relevance of their ideas. It also encourages systems thinking and connects local actions to global challenges.

#### Activity:

Ask teams to map their idea to specific SDGs again after the game. Was their choice accurate? Has it changed after reflection?

## **REFLECTION ACTIVITIES TO DEEPEN UNDERSTANDING**

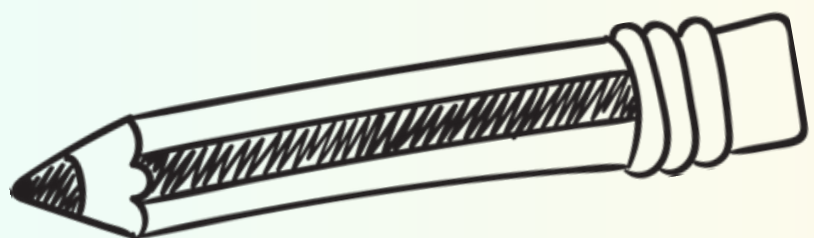
### 1. Role-play activity “If I Were ...”

#### Description:

Role-play is a powerful reflection tool because it allows participants to step into someone else’s shoes and see situations from a new perspective. When participants take on roles like a customer, team member, or someone affected by a decision, they begin to understand others’ feelings, needs, and viewpoints. This leads to more human-centered thinking and compassion. Role-play transforms abstract ideas into real-life situations. Instead of just talking about a concept like “impact” or “collaboration,” participants live it out—and that makes the learning stick. It’s engaging, dynamic, and fun—which means more people are likely to get involved and reflect honestly. It lowers pressure while boosting involvement.

#### Activity:

In the role-play exercise “If I Were...”, each team member takes on a specific role (for example, a potential customer or beneficiary—or a role connected to Bee the Change) and gives feedback to their own team.



As the Customer / Beneficiary role can receive following questions:

- Did the team's idea actually meet my needs? Why or why not?
- What part of the idea felt helpful, and what part felt unrealistic or unclear?
- What emotions did I experience while hearing or interacting with this solution?
- If I were really in this situation, would I use or trust this service? Why?

Questions for group reflection:

- What new perspectives did we gain from stepping into someone else's shoes?
- Did this change how we see our idea or the social problem?
- How did the role-play help us prepare for real-life feedback?

What would we do differently next time—either as the team or as the person in the role?

## **2. Discussion “Success in the Real World”**

### Description:

Discussions are one of the most powerful ways to deepen learning—especially after games, activities, or new experiences—because they give participants a chance to process what happened, share their insights, and hear different perspectives. Talking things through helps clarify ideas, connect them to real-life situations, and turn short-term experiences into long-term understanding. Through open conversation, learners can question assumptions, explore emotions, and learn from both successes and challenges. To lead a good discussion, the facilitator needs to create a safe space, ask open-ended questions, and encourage everyone to participate.

### Activity:

The facilitator gives a prompt to the teams: “Would your enterprise work in the real world?” Teams then explore the following questions:

- What would be the biggest challenge?
- What would be the first step if we had to launch this tomorrow?”
- Who would be the first person or group we’d need to talk to?
- What might stop this idea from working?
- How would we measure success in the first 3 months?
- How would we get our first customer or user?
- What would make people trust us or believe in our solution?
- How could we test our idea in a small way first?
- How would we make sure our social impact stays strong while we grow?
- What could go wrong—and how could we prepare for it?

### 3. Digital Reflection Tools

#### Description:

Digital reflection tools (like Mentimeter, Padlet, Jamboard, or Google Forms) offer flexible, engaging ways to support reflection—especially in group settings. Many people feel more comfortable expressing their thoughts through a screen. Tools like anonymous polls or comment boards reduce fear of judgment and allow more honest, open reflection. Not all participants are confident speaking in front of others. Digital tools make sure every voice is heard—whether they write one word or a full paragraph. Word clouds, live polls, and shared boards make abstract thoughts visible and collective. Seeing shared patterns or differences builds group awareness and sparks deeper discussion.

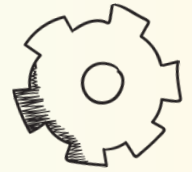
#### Activity:

Use Mentimeter, Padlet, or a shared whiteboard:

- Poll: Which part of the game was hardest?
- Word Cloud: One word to describe your learning
- Open comment wall: "What surprised me the most was..."



# GAME SETUP OPTIONS



## SESSION PLAN: CLASSROOM FORMAT (90 MIN AND 120 MIN)

Setting: Classroom environment (high school or university)

Duration: 2 × 90 minutes (each section may vary according to the size of the group)

Best for: Students aged 15+ or undergraduate level

Group size: up to 6 teams (3-4 students per team)

Materials: *Impact Quest* game sets, projector/board, timer, flipchart, assessment sheets, SDG visuals, reflection cards, [SE presentation](#)

### Preparation before the workshop

- Review the *Impact Quest* game instructions and ensure each team has a full game set.
- Prepare classroom layout for teamwork (desks in clusters of 3-4 students).
- Test projector and timer, and display SDG visuals or slides about social entrepreneurship.
- Print reflection cards and scoring sheets.
- Prepare example social enterprise stories to inspire discussion.
- Check all materials (cards, pens, and flipchart markers) are ready.
- Allocate clear roles for facilitator and any co-facilitators or student assistants.

### Expected learning outcomes

By the end of this two-session plan, students will:

1. Understand the concept of social entrepreneurship.
2. Learn to identify community problems and propose innovative solutions.
3. Experience working collaboratively on a real-world challenge.
4. Practice pitching and presenting ideas effectively.
5. Recognize how social enterprises connect to the SDGs.
6. Reflect on their own capacity to create change.

## Part 1 session overview: total length 90min

Time	Segment	Instructions	Materials Used	Learning Outcomes
0-10 min	Introduction	Introduce social entrepreneurship with short real-life examples. Explain rules, cards, and winning conditions. Divide students into teams of 3-4.	Projector, <a href="#">slides</a> , game sets, timer	Understand what social entrepreneurship is and how the game works.
10-20 min	Energizer: "Two Truths and a Dream"	Each participant shares two truths and one dream or ambition related to change. The group guesses which one is the dream.	None required	Build connection, comfort, and openness in the group.
20-25 min	Game Briefing	Introduce <i>Impact Quest</i> game purpose, parts, and scoring. Form 3-4-person teams and distribute game sets. Explain facilitator/jury role.	Flipchart for reminders	Understand game rules and setup
25-60 min	Play Part 1: Social Impact Idea	Teams pick an Issue Card and follow steps: Stakeholders → Solutions → Direct Results → Long-term Social Impact → Long-term Economic Impact. Facilitate and time each step (3-4 min) if needed.	Impacted Game Set, paper, pen	Explore social issues and build teamwork
60-70 min	Energizer: "Social Issue Pictionary"	Quick creative break: draw and guess social issues. Debrief: Which issues were easiest/hardest to visualize?	None	Refresh energy, reinforce issue awareness
70-85 min	Pitch & Feedback	Each team gives a 2-min pitch. Facilitator/jury awards the Joker Point to the teams selected. Provide constructive feedback to each team.	None	Practice communication and persuasion
85-90 min	Reflection: "Circle Debrief – What? So what? Now what?"	Sit in a circle and guide the group with three questions: What happened? Why does it matter? How can you use it in real life? Everyone shares briefly.	None	Encourage self-awareness and connection to learning

## Part 2 session overview : total length 120min

Time	Segment	Instructions	Materials Used	Learning Outcomes
0–10 min	Energizer: “Would You Rather? – Social Impact Edition”	Ask dilemmas (e.g., 'Would you rather solve climate change or end poverty?'). Students move sides to show choice and share why.	Printed prompts or board	Refocus, spark values-based discussion
10–15 min	Recap Session 1	Review highlights, share insights and scores. Explain that Part 2 focuses on balancing impact and profit.		Connect ideas and learning
15–60 min	Play Part 2: Building the Social Enterprise	Teams use their Social Impact Idea Card from Part 1. Follow the <i>Impact Quest</i> game Board (steps 1–13). Facilitate teamwork and guide questions.	ImpactED Game sets, markers	Apply business thinking to social innovation
60-75 min	Energizer: “Yes, and... Storytelling”	One student begins a story: 'Yesterday, I launched a social enterprise that...' Each adds 'Yes, and...' to continue.	None	Encourage creativity, collaboration
75–85 min	Pitch & Evaluation	Each team gives a 3-min pitch. Facilitator/jury awards Social Impact and Profit Points Announce results and give feedback.	Timer, scoring sheets	Synthesize impact and business models
85-100 min	Reflection: “Method Line-Up – Impact vs. Profit”	Draw a line in the room with ‘Social Impact’ on one side and ‘Profit’ on the other. Ask participants to stand where their project leaned most. Discuss why and how to balance it.	Tape or rope, 'Impact'/'Profit' signs	Visualize trade-offs and dual mission understanding
Extension (Optional)	Creative Reflection: “Build the Bridge”	Using LEGO, paper or sticky notes, teams build a bridge from Problem to Better Future. Discuss strong parts, missing bricks, and improvements.	Lego, paper, or sticky notes	Apply tangible, visual reflection
100-120 min	Wrap-up & Reflection. “Success in the Real World”	Ask: Would your enterprise work in real life? Guide teams to discuss challenges, first steps, early success and real-world trust.	None	Consolidate learning and link to real-world social issues. Encourage practical application of learning.

### **Facilitator tips & tricks**

- Keep the pace dynamic but supportive; high school students especially benefit from clear structure.
- Encourage open discussion and curiosity.
- Provide real examples of young changemakers to make the topic relatable.
- Use positive reinforcement, praise creativity, teamwork, and effort.
- Help students link their ideas to the SDGs in simple, visual ways.
- Keep scoring transparent to maintain excitement.
- Allow flexibility in reflection; let students choose how they express their thoughts (verbally, drawing or short notes).

### **Reflection questions**

Use these questions during debrief and wrap-up:

1. What did you find most interesting or challenging about today's activity?
2. What makes a social enterprise different from a regular business?
3. How did your team collaborate? What worked well or not?
4. Which part of your idea would make the biggest social impact?
5. If you could improve your project, what would you change?
6. How does your idea connect to one or more SDGs?
7. What skills did you practice today that are useful beyond this classroom?
8. How can young people like you create change in your community?

## **SESSION PLAN: FULL DAY TRAINING ON SOCIAL ENTREPRENEURSHIP (NON-FORMAL SETTING)**

Setting: Non-formal (youth organization / training room / community center)

Duration: 1 full day (6-7 hours including breaks)

Best for: Young people aged 16-25 (no prior experience needed)

Group size: 12-24-30 participants (in teams of 3-4, up to 6 teams)

Materials: *Impact Quest* game sets, projector, flipchart board, timer, flipchart paper, pens, markers, assessment sheets, SDG visuals, reflection cards, masking tape/rope, **SE presentation**

### **Preparation before the workshop**

- Review the *Impact Quest* game materials (Issue Cards, Base Cards, Game board, Scoring Sheets). Ensure one complete set per team.
- Arrange the training space with movable tables and chairs to allow for teamwork and group discussions.
- Set up a projector or screen for slides and SDG visuals and SE presentation.
- Prepare flipcharts and markers for capturing ideas and debrief points.
- Print reflection cards, assessment sheets and SDG icons.
- Place all materials on the tables, get ready for the teams to play: timers, pens, notebooks or papers, Game Set
- Prepare background music for energizers or breaks to maintain a relaxed atmosphere.
- Familiarise yourself with real-life examples of social enterprises relevant to your participants' context.

### **Expected learning outcomes:**

By the end of the training, participants will:

1. Understand the core principles of social entrepreneurship.
2. Recognize the balance between impact and profit in a social entrepreneurship model.
3. Experience teamwork, creativity and problem-solving.
4. Develop and present a simple social enterprise idea.
5. Reflect on personal motivation and real-world application.

## Session overview

Time	Segment	Instructions	Materials Used	Learning Outcomes
09:30-10:00	Welcome & Icebreaker: "Two Truths and a Dream"	Welcome participants and introduce the program. Each participant shares 2 truths and 1 dream related to making change. The group guesses the dream.	Name tags, markers, flipchart for objectives	Build trust, connection and openness; link personal values to impact.
10:00-10:30	Intro to Social Entrepreneurship	Interactive input using visuals or short videos. Ask: 'What's the difference between charity, business, and social enterprise?' Collect ideas on flipchart.	Projector, SE <a href="#">slides</a> , flipchart, markers	Understand what social entrepreneurship is and how it differs from traditional business or NGOs.
10:30-11:00	Energizer: "Mission Match"	Pair participants. Ask: 'If you could solve one problem in the world, what would it be and why?' Each introduces their partner to the group.	None or optional printed prompt cards	Build empathy and understand social motivation.
11:00-11:15	Break	-	-	-
11:15-12:45	Activity 1: Play <i>Impact Quest</i> game -Part 1: Social Impact Idea	Divide participants into small teams (3-4 people). Distribute game sets and explain rules. Teams choose an Issue Card and move through the Board fields. Support and facilitate discussions and timing if needed.	ImpactED Game sets, timer, notepad, papers for notes	Learn to identify problems, stakeholders, and potential solutions. Experience teamwork and co-creation.
12:45-13:00	Pitch Round 1 & Debrief	Each team gives a 2-min pitch of their idea. Use Circle Debrief questions: What happened? So what? Now what?	Timer, flipchart, assessment sheets	Practice communication and analyze learning from play.
13:00-14:00	Lunch Break	-	-	-

14:00-15:30	Activity 2: Play <i>Impact Quest</i> game Part 2: Building the Social Enterprise	Teams develop their idea using the board and the Social Enterprise Model Canvas (steps 1–13). Facilitator supports with guiding questions. Teams prepare a 3-min business model pitch.	ImpactED Game sets, markers, sticky notes, notepad or papers	Explore how to balance impact and profit; understand basic business modeling.
15:30-15:45	Energizer: “Yes, and... Storytelling”	One participant begins: 'Yesterday, I launched a social enterprise that...' Each adds 'Yes, and...' to continue.	None	Refresh energy, promote creativity and collaboration.
15:45-16:15	Pitch Round 2: Social Enterprise Models	Teams present their social enterprises (3-min each). Peers and facilitators award Social Impact and Profit Points.	Timer, assessment sheets, projector or board for scores	Develop presentation and persuasion skills; evaluate feasibility.
16:15-16:45	Reflection Activity 1: “Line-Up - Impact vs. Profit”	Draw a line in the room with 'Social Impact' on one side and 'Profit' on the other. Participants stand where their project leans the most. Discuss why and how to balance both.	Masking tape/rope for line, signs with 'Impact' and 'Profit'	Internalize the dual mission of social enterprises.
16:45-17:15	Reflection Activity 2: Role-play “If I Were...”	Ask each team to assign roles (e.g., customer, beneficiary, investor). Each member gives feedback <i>as that person</i> to the team’s idea. Discuss: What new perspectives emerged? How did this change your view of the idea or problem?.	None	Visualize impact creation process; deepen understanding through metaphor.
17:15-17:30	Wrap-up & Evaluation	Quick round: 'One word about how you feel now.' Identify one SDG connected to their idea. Collect feedback or use reflection cards ('One thing I learned today...'). Congratulations to all as changemakers.	Reflection cards, SDG icons, flipchart for closing remarks	Summarize learning, evaluate experience and inspire continued action.

## Facilitator tips & tricks

- Keep the atmosphere informal, inclusive, and playful.
- Use learning-by-doing principles: short instructions → activity → debrief.
- Encourage participation and empathy rather than perfection, there are no wrong answers.
- Balance energy with reflection throughout the day.
- Adjust timing depending on group size and engagement.
- Use inclusive language and ensure everyone's voice is heard.
- Manage time carefully; use a visible timer to keep momentum.
- Circulate among groups to offer support, especially to quieter participants.
- Use real-world examples of social enterprises relevant to the youth context.
- Celebrate small wins and effort, not just polished presentations.
- During reflection, prioritize emotional safety, create an open, non-judgmental space.
- Keep breaks dynamic; invite stretching or energizing movement.

## Reflection questions

Use these during debrief and wrap-up discussions:

1. What surprised you most about balancing social impact and profit?
2. What did your team do really well today? What could you improve?
3. How did collaboration help (or challenge) your idea development?
4. Which stakeholders were hardest to consider—and why?
5. How does your idea connect to the Sustainable Development Goals (SDGs)?
6. What skills did you use today that might help you in the real world?
7. If you could test your social enterprise tomorrow, what would be your first step?
8. How can young people like you make a real impact in your community?

## SESSION PLAN: VIRTUAL SESSION

Setting: Online, via Discord (voice + text channels)

Duration: 2 × 90 minutes (with short breaks)

Best for: Young people aged 16–25, high school or university students

Group size: 12–24–30 participants (in teams of 3–4 per breakout room, up to 6 teams)

Materials: Discord server (voice & text channels per team), Google Drive, Jamboard or Miro, shared scoreboard (Google Sheet or Bot), Padlet / Mentimeter

### Preparation before the workshop

- Review the *Impact Quest* game instructions and upload all digital cards (Issue, Stakeholder, Solution, Impact, Profit etc.) into a shared drive or Jamboard template.
- Create a dedicated Discord server with channels:
  - #announcements – for facilitator messages
  - #general-chat – open discussion
  - #resources – upload PDFs, rules, SDG visuals
  - One voice and one text channel per team (e.g., Team 1 Voice, Team 1 Chat)
- Upload all *Impact Quest* game Cards as PDFs or images to Google Drive or Jamboard.
- Prepare a shared scoreboard (Google Sheet) for live scoring.
- Add a Discord bot (like MEE6 or PollBot) for timekeeping and polls.
- Test voice channels, screen sharing and permissions.
- Share joining links, rules and pre-reading on social entrepreneurship.

### Expected learning outcomes:

By the end of the Discord-based workshop, participants will:

1. Understand the concept of social entrepreneurship and how it balances mission and sustainability. Work effectively in virtual teams using Discord for collaboration and communication.
2. Identify social issues and design feasible, innovative business models.
3. Build confidence in digital presentation and reflection methods.
4. Strengthen creativity, empathy, and problem-solving skills.
5. Connect projects to the Sustainable Development Goals (SDGs) and recognize global

## Part 1 session overview

Time	Segment	Instructions	Discord Tools / Materials Used	Learning Outcomes
0-10 min	Welcome & Orientation	Welcome participants in the main voice channel. Introduce facilitators and explain the goals. Walk through Discord server layout and channel use.	Main voice channel, #announcements	Build confidence using Discord; understand flow and objectives.
10-20 min	Energizer: "Impact Word Cloud"	Ask participants to type one word they associate with social entrepreneurship in #general-chat. Discuss patterns and insights.	#general-chat, Mentimeter or shared screen	Activate curiosity and engagement.
20-60 min	Part 1: Social Impact Idea	Teams move into their private voice/text channels. Each team receives a Jamboard or Google Slides with Issue Cards. They brainstorm stakeholders, solutions and impacts.	Team voice & text channels, Jamboard or Miro	Identify social issues and develop teamwork in digital format.
60-80 min	Pitch & Debrief	Teams return to the main channel for 2-min verbal pitches. Facilitator/jury scores ideas using a shared scoreboard. Conduct short reflection: What? So What? Now What?	Main voice channel, shared scoreboard (Google Sheet)	Practice pitching, reflect on feasibility and impact.
80-90 min	Wrap-up Discussion	Summarize key lessons. Ask: 'One thing that surprised you today?' Connect ideas to SDGs using visuals.	Screen share slides / #general-chat	Recognize link between local ideas and SDGs.

## Part 2 session overview

Time	Segment	Instructions	Discord Tools / Materials Used	Learning Outcomes
0-10 min	Energizer: "Would You Rather?- Impact Edition"	Post dilemmas via PollBot (e.g., 'Would you rather end hunger or fight climate change?'). Discuss on the spot	PollBot, main voice	Re-energize groups, encourage value-based thinking.
10-55 min	Part 2: Building the Social Enterprise	Teams return to voice/text channels to fill the Social Enterprise Canvas on Jamboard or Miro. The facilitator joins rooms to support.	Team channels, Jamboard / Google Slides	Apply business modeling; balance impact and profit.
55-65 min	Energizer: "Yes, and... Storytelling"	In the main voice channel, one participant starts 'Yesterday I launched a social enterprise that...' Each adds a 'Yes, and...' line. Keep a fast pace.	Main voice channel	Boost energy, collaboration, creativity.
65-80 min	Pitching & Evaluation	Teams give 3-min business model pitches. Facilitator/jury scores and announces results live on screen.	Shared scoreboard, main voice	Enhance public speaking and analytical thinking.
80-90 min	Reflection & Feedback: "Digital Line-Up - Impact vs. Profit"	Post Mentimeter or emoji poll asking where each idea fits (Impact or Profit). Debrief in main voice.	Mentimeter / PollBot / emojis	Reflect on dual mission awareness.
90-100 min	Final Wrap-up & Evaluation	Share Padlet link for feedback: 'One thing I learned today...' or 'One skill I improved...' Thank participants and close.	Padlet / #feedback channel	Consolidate learning; collect feedback.

### **Facilitator tips & tricks**

- Make team channels private to avoid confusion.
- Use co-facilitator or moderator for technical help.
- Set clear ground rules for mic use and respect.
- Keep it interactive with emojis, GIFs, and reactions.
- Encourage quieter members to use text chat.
- Record pitches (with consent) for review.
- Post daily summary in #announcements with highlights and scores.

### **Reflection questions**

1. What did you find most challenging about collaborating virtually?
2. How did your team communicate on Discord?
3. What surprised you about balancing social impact and profit?
4. How did digital tools affect creativity or teamwork?
5. Which part of your idea connects most clearly to the SDGs?
6. How could you test or improve your idea in real life?

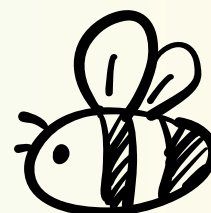
## SOMETHING EXTRA: THE ROLE CARDS

### BEE THE CHANGE<sup>2</sup>

To make *Impact Quest* game more cheerful, additional fun elements can be added to the game. One option is assigning roles within the team playing the Social Entrepreneurship game. In ***Bee the Change***, each participant takes on a role that represents a key function within a Social Enterprise. These roles highlight the diverse skills and perspectives needed to turn ideas into impact – from leadership and decision-making to financial management, innovation, communication, and ensuring social value. By stepping into these roles, teams experience how collaboration, shared responsibility, and different areas of expertise come together to drive both business success and positive change in society.

The roles can be distributed randomly, or players may choose which responsibility they want to take. ***Bee the Change*** allows participants to act from the perspective of the team member they feel most comfortable with.

### ROLES & RESPONSIBILITIES



#### Queen Bee (Leader Bee)

*Hello, I'm Queen Bee!*

*I'm the leader of our Social Hive, and I make the big decisions that guide us all. But being a queen isn't just about being in charge – I'm a listener and a problem solver. My job is to hear everyone's ideas and make sure every member's voice is heard. I take time to understand the needs of our community, and I work hard to find the best ways to help.*

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<sup>2</sup> Bee is a symbol of community, purpose, and hard work. Bees work as a team for the good of the hive, just like Social Enterprises work for the common good and with their community. They're also vital to nature because of the meaning of their work, pollination – small actions with huge impact. Bee symbolizes: teamwork, sustainability, social good, and productivity.

*I keep an eye on the bigger picture – I'm always thinking about how we can grow, improve, and make a positive impact on the world. I also have to check the market to make sure we're on the right path, doing things that people need and that will help us reach our goals.*

*Most importantly, I make sure that everyone in the social hive is taken care of – my team's wellbeing matters to me. I want everyone to feel supported, motivated, and excited to contribute to our social mission. I help the team stay focused and unite everyone with a common purpose.*

*I may make the final decisions, but I do it by considering all the ideas and feedback from my social hive. I lead with care, wisdom, and a deep love for the community, always making sure we're working towards a better world.*

### **ImpactBee (Social Impact Bee)**

*Hey! I'm ImpactBee, and I'm all about making a difference.*

*I'm here to make sure we're creating real change for the people who need it most and generally for the world. I work hard to understand the needs of the community, whether it's finding ways to help others or making sure our products/services actually help those in need.*

*I'm more like the heart of our Social Hive. I help to connect our work to the people who will benefit from it, and I ensure that everything we do has a positive social impact. I help the team stay focused on our social mission and make sure our efforts are actually changing the world for the better.*

### **FinBee (Financial Bee)**

*Hello, I'm FinBee, the one who makes sure we have what we need to grow and achieve our Social Mission!*

*I manage all things money-related. I keep track of our budget, plan how we spend our resources, and make sure we're getting the best value for everything we do. I am like a money guardian – I keep the hive's financial health strong and ensure we can afford to do all the amazing work we want to do.*

*I'm also really good at making smart decisions about how to make the most of the resources we have. I work closely with the rest of the team to make sure we have the funds needed to bring our ideas to life and keep our Social Hive buzzing.*

## **GrowBee (Partnerships & Innovation Bee)**

*Hey there, I'm GrowBee!*

*I'm all about expansion and new opportunities. My job is to find ways for our Social Hive to grow and thrive. Whether it's building partnerships, finding new opportunities, or exploring creative ideas, I'm always looking for ways to take the hive to the next level.*

*I'm like the gardener of the hive - just like a gardener plants seeds and watches them grow into beautiful flowers, I plant the seeds of opportunity. I bring in fresh ideas, new connections, and sometimes even help to bring new projects to life. By working with people outside the hive and exploring new possibilities, I help our team grow bigger, better, and stronger.*

*I'm always innovating and thinking about how we can expand our reach, whether it's finding new markets or connecting with people who can help us make our impact even bigger. So, if the hive needs to spread its wings and try new things, I'm the one to make it happen!*

## **BuzzBee (The Storyteller & Communicator)**

*Hey! I'm BuzzBee, and I'm here to make sure the world knows about all the good we're doing!*

*I'm the one who shares our story with the world - whether it's telling people about what we're working on, building relationships with partners, or inspiring others to get involved in our mission. Without me, no one would know how awesome our hive is!*

*I create a buzz around everything we do. I'm always spreading the word, whether it's through social media, presentations, or even just talking to others in the community. My job is to make sure everyone knows the impact we're creating, and to inspire them to join us in making a difference.*



## ABOUT THE PROJECT

The project “ImpactED: Gamified Social Entrepreneurship Educational Approach” is an Erasmus+ Cooperation implemented in the youth field between March 2024–September 2025.

The objective of the “ImpactED: Gamified Social Entrepreneurship Educational Approach” project is to explore and demonstrate how gamification can be effectively employed to enhance non-formal education and the learning process, specifically in the context of social entrepreneurship field as well as to contribute to the broader discussion on innovative educational approaches that not only make learning more enjoyable, but also equip learners with the skills and knowledge necessary to address pressing societal challenges through social entrepreneurship.

The project implemented a series of activities focused on developing innovative gamified educational materials for social entrepreneurship, including designing an interactive social entrepreneurship game, testing, creating guidelines and a video. These activities all actively engage young people to explore entrepreneurial opportunities that address societal issues and become more responsible citizens as well as social entrepreneurs to show their solutions as an example.

For this reason we developed different intellectual outputs, including this Guide for facilitators:

1. **Research** to understand gamification in social entrepreneurship education
2. **Collection of good practices** of gamified educational ways to learn about social entrepreneurship
3. **Game Impact Quest** – educational game about social entrepreneurship
4. **Guide for Facilitators** on gamified ways to use the ImpactED Social Enterprise game as educational tool

**ALL AVAILABLE HERE:**



# ABOUT THE PROJECT PARTNERS

**SOCIAL  
ENTREPRENEURSHIP  
ASSOCIATION OF LATVIA**



**ASSOCIATION OF  
EDUCATIONAL  
GAMES AND  
METHODS**



**Social Entrepreneurship Association of Latvia (SEAL)** is a member organisation to promote the development of social entrepreneurship in Latvia. It brings together like-minded organisations, companies and people who believe that social entrepreneurship in Latvia has huge potential and who are ready to participate in the development and strengthening of the sector.

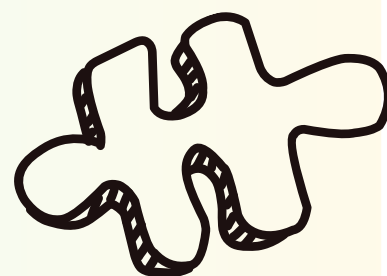
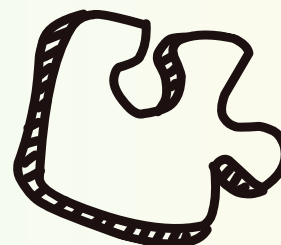
www.sua.lv  
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Instagram: sociala\_uznemejdarbiba  
Facebook: Latvijas Sociālās  
uzņēmējdarbības asociācija – LSUA  
LinkedIn: Social Entrepreneurship  
Association of Latvia

**Social Enterprise Alliance (SEA)**, is the only formally established thematic union of SEs in Georgia. SEA represents a united platform for social enterprises, aiming to support the joint interests of the members, raise awareness about the field, promote experience sharing and develop effective cooperation mechanisms between SEs and the different sectors.

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ალიანსი • Social Enterprise Alliance  
Georgia  
LinkedIn: Social Enterprise Alliance Georgia

The **Association of Educational Games and Methods (ISMA)** is a non-governmental organisation which is actively involved in activities and projects related to educational games, games' development and adaptation to learning and occupational processes, the promotion and integration of gamification approaches of the educational and work-related processes.

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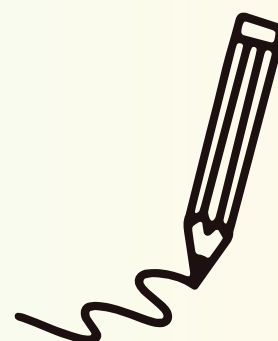


The **Tudatos Ifjúságért Alapítvány (TIA)** is an NGO working with and for young people with a particular focus on empower and develop the competences of young individuals aged 13–30 that facilitate their integration into the community, make them more receptive to societal issues and encourage active citizenship and participation. Their activities are based on 3 main directions: human rights education, active citizenship based on democratic values and learning through playing and game development.

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Facebook: Tudatos Ifjúságért Alapítvány  
Tiktok: tudatosifjusag

**CXJV CONEXÃO JOVEM ASSOCIAÇÃO (Conexão Jovem)** is a formal NGO that works daily with the youth sector in the city of Braga with the goal of creating opportunities for young people and empower them with the required skills for them to flourish within their field of work with a skillset that is not gained through the regular classroom. Its aim is to enrich the educational, social and cultural life of young people living in our country, mainly young people with fewer opportunities.

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Juvenil



# IMPRINT

## CO-CREATORS

This Guide was created in a spirit of collaboration and shared passion. The co-creators are a diverse group of educators, youth workers, social entrepreneurship experts, educational game developers, and designers who came together with one vision: to make learning about social entrepreneurship more engaging, playful, and meaningful.

The Facilitator's' Guide and the "IMPACT QUEST" game co-creators:

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**Ginta Salmina & Krista Grike** from Association of Educational Games and Methods/ Latvia

**Zita Szalai & Eniko Leskovics** from Tudatos Ifjúságért Alapítvány/ Hungary

**Salome Kusiani & Lia Khutsishvili** from Social Enterprise Alliance/ Georgia

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CXJV Conexão Jovem Associação/ Portugal



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