



Lesson Plan: Entrepreneurship in Gaming

Objective: Students will understand how to apply entrepreneurship skills in the context of competitive video gaming.

Lesson Motto(s):

“Life is a game.”

Materials Needed:

Nintendo Switch consoles

Copies of the latest Mario Party game

Whiteboard/Marker for explanations and discussions

Projection screen or television to display gameplay

Lesson Outline:

Warm-up (5 minutes):

Ask students what they know about entrepreneurship and video games.

Briefly discuss how the two are related (e.g., game development, streaming, eSports, etc.)

Introduction (5 minutes):

Explain the objective of the day's lesson.

Discuss the connection between entrepreneurship and video games, highlighting concepts such as strategy, risk-taking, competition, teamwork, and innovation.

Instructional Activity (10 minutes):

1. Present a brief lecture about the core concepts of entrepreneurship:
 - Idea Generation
 - Market Research

- Planning
 - Execution
 - Evaluation
2. For each concept, provide a specific example of how it applies in the gaming world. For example, the idea of creating a winning strategy in a game (Idea Generation), understanding the game mechanics and opponents' strategies (Market Research), developing a detailed game plan (Planning), implementing the plan in the game (Execution), and adjusting strategy based on game results (Evaluation).

Practical Activity (5 minutes):

1. Break students into teams of 3 or 4 and assign each team a Nintendo Switch console.
2. Introduce the Mario Party game and discuss its mechanics, specifically focusing on how entrepreneurship concepts are applied.
3. Encourage each team to discuss and come up with a strategy for winning, emphasizing the use of entrepreneurial thinking.

Culminating Tournament (10 minutes):

1. Host a tournament where each team competes in Mario Party mini-games.
2. Let the students apply their strategies and entrepreneurial thinking to the gameplay. This will reinforce the concepts taught.
3. Allow the students to adjust their strategies after each round (emphasizing the entrepreneurship concept of 'Evaluation').

Wrap-up (5 minutes):

1. Debrief the tournament, discussing how each team applied the entrepreneurship concepts to their gameplay strategies.
2. Highlight the importance of entrepreneurial skills in various aspects of life, including gaming.
3. Encourage students to consider how they can apply these skills to their own passions, interests, and potential future careers in gaming or other sectors.

Post Wrap-up (30-45 minutes):

1. Free-play / tournament gaming sessions.

(If Needed) Homework/Extended Learning:

Assign students to watch or play a game of their choice and identify how they could apply the entrepreneurship concepts learned in class. Have them prepare a short presentation or write-up about their findings for the next session.

This lesson will allow students to have a hands-on experience of entrepreneurship in a fun and engaging way. The combination of entrepreneurship and video gaming in the lesson will enhance their understanding of these two fields and stimulate their creativity and strategic thinking.