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Introduction to Business GameBOX

- a training environment to increase financial literacy

Introduction

Business GameBOX is one of the so-called LPs in the CZECH.UP JukeBOX training environment.

CZECH.UP JukeBOX is a training environment for gamified education managed by an open association for innovation CZECH.UP. CZECH.UP JukeBOX is based on the definition of effective experience-based learning, which is not a new idea considering that already Comenius worked with an approach called "SCHOOL BY PLAY".

The CZECH.UP JukeBOX allows to run the content that we call "LP" in bulk, because it resembles to the real JUKEBOX in its functionality. It allows you to play selected music LPs from a wide selection. Individual LPs can be created by different creators and the focus of the content is not limited. The created content can open for public, designed for specific groups of users or disponsible only upon a fee. JukeBOX supports a multi-language environment.

Other features are included to support personal and team competence development and to enable the application of procedures of Artificial Intelligence and professional mentors.

This tutorial focuses on a specific description of the Business GameBOX LP. Before reading this guide, please get familiar with the "JukeBOX Environment Description" document, which contains a basic description of the environment. In this tutorial, we only focus on the details related specifically to GameBOX, assuming that you are already familiar with the principles of how the training works.

Available items

For each LP, specific information is displayed in the status bar and in the main menu. As well as the contents of the cards and tasks are specific to each LP. In the case of GameBOX, you will find the following values.

Status bar

In the status bar, the following information about the current game character is displayed in the form of icons: income, total value of assets, current value of investments, amount of monthly income, monthly expenses, household income, net asset value (adjusted for the effect of time), current number of points.

The values displayed change continuously during the development of the training according to the current situation. For example, if you purchase investments, the value of the current value of the investments will increase. Over time and with the continuous crediting of monthly income, the total value of your resources increases. The goal is to be able to quickly identify a situation and assign the appropriate response to it.

Main menu options

The following options are available on the left side of the screen: Assets, Investments, Employment, Liabilities, Insurance, Other. The display of specific menus depends on the current context and not all the options are always displayed. If you click on the selected option the action you can take will be displayed. For example.

Buy, Sell, etc. The choice of the option and action depends on you. The aim is to complete the tasks you have set as best as possible for the selected round. It is not possible to say that only one option is always correct. Usually there are several paths leading to the goal.



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Some are faster, some are safer, some are more profitable in the long run. The scoring is an indicator of how effectively you have completed the task and it's because of this variability that it is useful to "play" this "game" repeatedly. Each time you will see different tasks, but you can also try different ways to complete a task that you have already completed in a previous "game".

Cards

A deck of cards is available for each item on the main menu. Next to the name of the card you will find an icon that corresponds to a specific option from the main menu. Like this, you can quickly see on the cards in your hand which option is related to which card.

Tasks

The training is prepared for both individual and group "games". In the case of group training, some of the tasks are the same for all users. Most of the tasks are individual.

Be sure to keep track of which round you need to complete by which task! At the end of the training you will see an evaluation of your performance.

Teamwork

When you choose the group version of the training, your team will gain the following skills:

- Create habits of teamwork.
- Learn how to communicate financial issues collaboratively.
- To work with a common language so that the team understands each other – to use the same terms and phrases to find the same content.
- Build trust within the team in areas of financial sustainability of the collaboration.

Conclusion

The training in this LP has a set of 10 rounds and each task must be completed within 3 rounds. The CZECH.UP JukeBOX training environment is undergoing constant evolution. We welcome your feedback, suggestions for improvement and comments to improve the "gaming" experience.

Do not hesitate and start the training!

The creators of GameBOX

This material was created within the project "Business GameBox - Gamified Knowledge Program using artificial intelligence to support adult entrepreneurship" Erasmus+

GameBOX Authors