

El Plan

The adventure of enterprise

Bilingual 🛑 👭







Seed Capital 2008

Innovation Award 2008 Finalists 2010

CORFO







PREMIO **PYME** 2012

Prize 2012



Technological

Development 2013

Official Game

Players experience the emotions that come with being an entrepreneur:

- Uncertainty frustration
- Analysis understanding
- Empowerment confidence
- Enthusiasm competitiveness

Learning curve



Concepts included in the game

- Economic crisis
- Exchange
- Exports
- Imports
- Insurance
- Investor
- Logistics
- Loss
- Management
- Manufactured goods

- Market
- Marketing
- Opportunity cost
- Prices
- Processes
- Production
- Products
- Purchasing
- Raw materials
- Recession

What players will learn

How to identify opportunities

How to strategize

How to take risks

How to deal with scarcity

Flexibility in the face of change

How to take responsibility for your decisions

Motivation to succeed

Target users

Students

Teachers

Work-based education professionals

Technical details











Resources

Sales

Scarcity

Services

Supply

Value

Subsidies

Tax returns





Ages 12+



Game time 75 minutes

players

