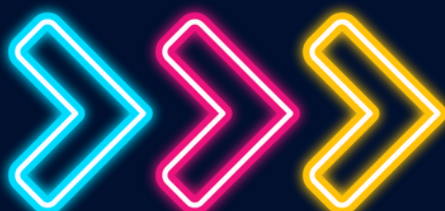




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# VIDEO GAMES FOR GOOD

## Idea Pitch

<https://www.videogames4good.eu>

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YuzuPulse



LogoPsyCom



materahub

VISAS  
IESPĒJAS



Eppas

<b>Duration:</b>	60 - 90 minutes (depends on the team size)
<b>Age:</b>	18 - 30 years old
<b>Group size:</b>	3 - 5 learners per team
<b>Aim:</b>	To integrate project based learning into digital skills development
<b>Objectives:</b>	<ul style="list-style-type: none"><li>• Develop presentation and critical thinking skills</li><li>• Teach learners to use collaboration digital tools</li><li>• Encourage social entrepreneurship mindsets</li></ul>
<b>Material needed:</b>	Collaborative digital presentation platforms (for example, Google Slides, Microsoft PowerPoint Online, Prezi, Canva, Pitch)

Teams of 3-5 learners develop and present a creative solution to a real-world problem using digital collaboration tools. After preparing their ideas, teams pitch their solutions in 5-7 minutes. After each presentation other learners ask the team questions and share their opinions to improve the solution.



# Workshop Structure



## 1. Preparation:

Choose a general theme or let participants pick their own topic that they can develop and present a creative solution to a real-world problem using digital collaboration tools

Examples:

- “Designing a video game to address climate change awareness”
- “Using gaming platforms to promote mental health”
- “A tech product to improve mental health”
- “A digital tool to enhance online learning”

Ensure all participants have access to collaborative digital tools like Google Slides, Prezi, Canva, or Microsoft PowerPoint Online. Provide a brief tutorial about digital tools if needed, highlighting key features like templates, slide transitions, and collaboration functions. Encourage use of graphics, charts, or other visuals to support their pitch.

Share clear instructions on what the presentation should include (a title slide, problem statement, proposed solution).

If the activity involves a competitive element, establish scoring system like:  
Creativity and originality (10 points).  
Clarity and structure (10 points).

## 2. Introduction (10 minutes):

- Divide participants into teams of 3-5 members.
- Explain the purpose of the activity (To develop presentation skills, critical thinking, and collaboration using digital tools).
- Share the topic or theme and review the pitch guidelines.
- Assign a time limit for preparation (30 minutes).

### **3. Preparation phase** (30 minutes):

- Teams brainstorm and develop their ideas, dividing tasks to maximise efficiency (e.g. one person focuses on content, another on visuals).
- Facilitators circulate, providing guidance, answering questions, and offering suggestions as needed.

### **4. Presentation phase** (5-7 minutes per team):

- Each team presents their idea to the group, explaining concept, problem solution, and visual enhancements.
- Encourage the audience or judges (if applicable) to ask questions after each pitch.

### **5. Feedback and reflection** (10-15 minutes):

- Provide constructive feedback on each presentation, highlighting strengths and areas for improvement.
- Facilitate a group discussion with reflective questions like: What was the most challenging part of preparing your pitch? Which digital tool features did you find most helpful? How can this experience be applied in real-world situations?

#### Modifications:

- For beginner groups, assign a simpler topic and extend the preparation time.
- For advanced learners, add complexity by requiring additional elements, such as a budget estimate or marketing plan.
- If time is limited, assign topics in advance so teams can begin brainstorming before the session.



# References



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