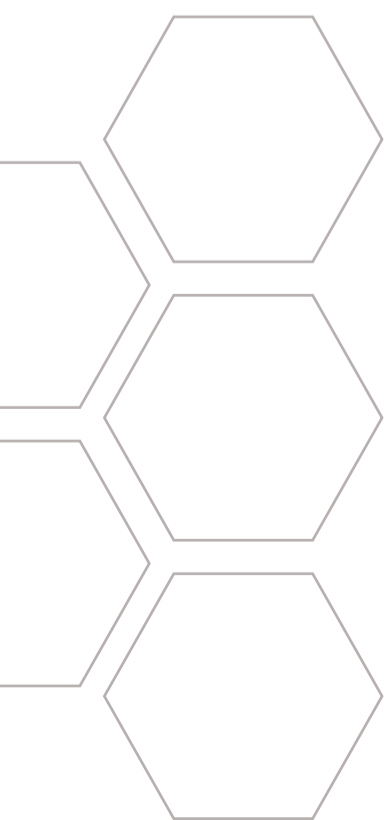


Ecosystem Canvas

- Enhancing Entrepreneurial Education

Print version - Limited
2021

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Research based & Game Play

Entrepreneurship research has strongly indicated that establishing a strong eco-system around the higher education institutions based on learning experiences for the involved stakeholders, including potential entrepreneurs (for instance innovation and entrepreneurship students) are a vital mean for success for more start-ups (Foss & Gibson 2015; Wraae & Thomsen 2019). However, often entrepreneurship students do not understand their own role in said ecosystem. As such, they miss the bigger picture of how to exploit this role. At the same time stakeholders in the eco-system tend to focus on short-term, internal views rather than open innovation that enables new value creation with joint competences and resources. Collaborative and dynamic stakeholder involvement methods that build a bridge between eco-system theoretical understandings and practical, direct stakeholder value creation are needed.

Keywords: Entrepreneurship education, entrepreneurship, ecosystem, stakeholder, gamification, value creation, role understanding

Game Play

Define teams, 4-6 people each team. 5 min

Use 20 min. to define a common understanding of learning, dialogical relations and value in the The Entrepreneurial Education Ecosystem (Wraae & Thomsen, 2019). 25 min

First Round - Draw a Q-piece and speak to each other in the team how you see and understand the question. 20 min. for this part, once time is up, place the Q-piece at the board and draw a new Q-piece to start.. 45 min

Second Round - speak to each other in the team how you see and understand the question. 20 min. for this part, once time is up, place the Q-piece at the board and draw a new Q-piece to start.. 65 min

Third Round - speak to each other in the team how you see and understand the question. 20 min. for this part, once time is up, place the Q-piece at the board and draw a new Q-piece to start.. 85 min

Final Round - speak to each other in the team how you see and understand the question. 20 min. for this part, once time is up, place the Q-piece at the board. 105 min

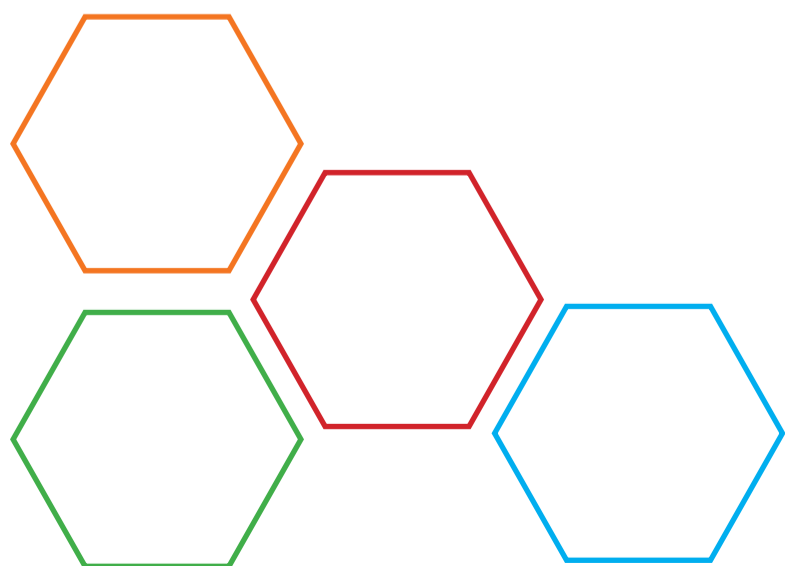
Speak to each other in team regarding potential changes in your understanding of learning, dialogical relations and value in connection to the The Entrepreneurial Education Ecosystem (Wraae & Thomsen, 2019). 125 min

Game Ends 135 min

References

Foss, L., & Gibson, D.V. (Eds). (2015). *The Entrepreneurial University. Context and Institutional Change*. Routledge

Wraae, B., & Thomsen, J. (2019). Introducing a New Framework for Understanding Learning in an Entrepreneurship Education Ecosystem. *Journal of Higher Education Theory and Practice*, 19(2), 171.



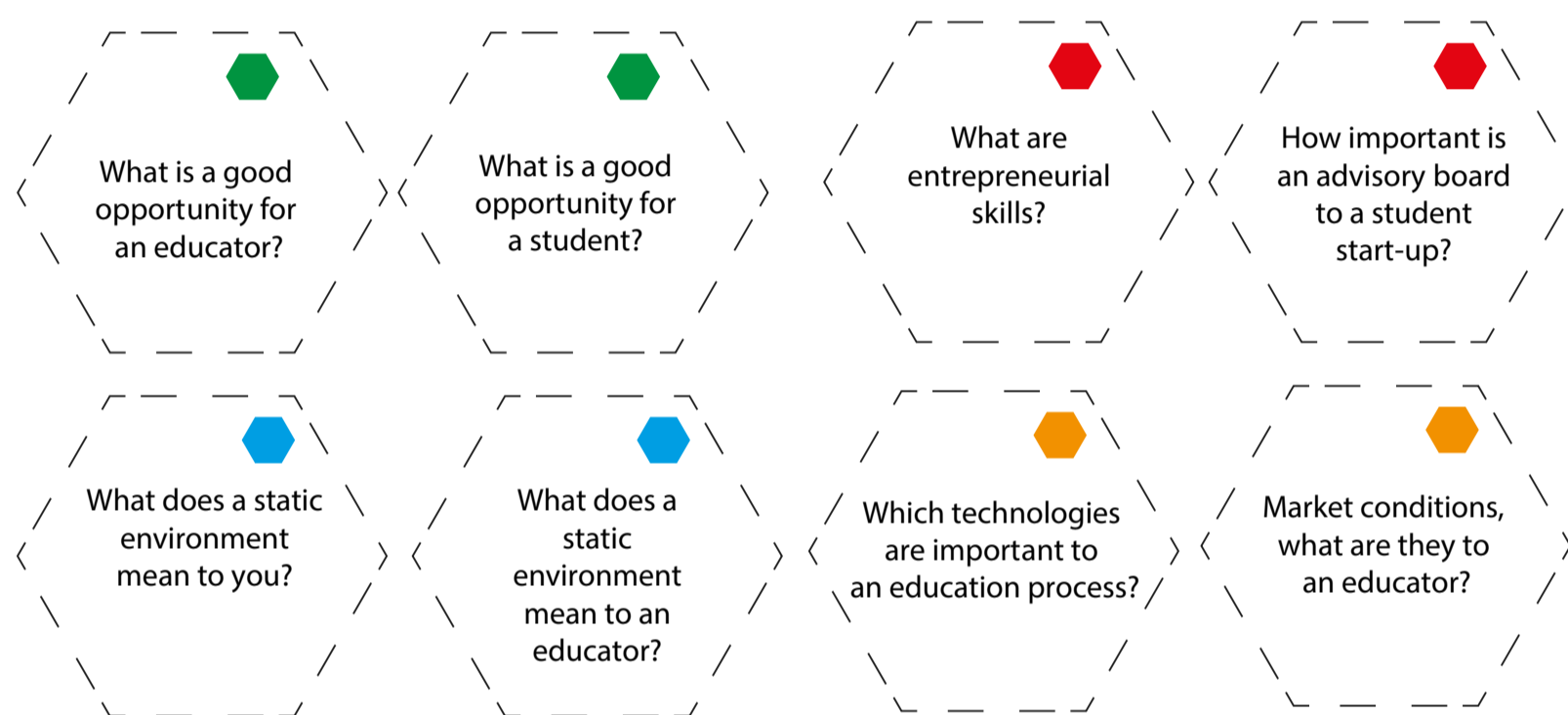
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Game elements

Q-pieces

Cut each of the pieces and place the text down before you start the game.



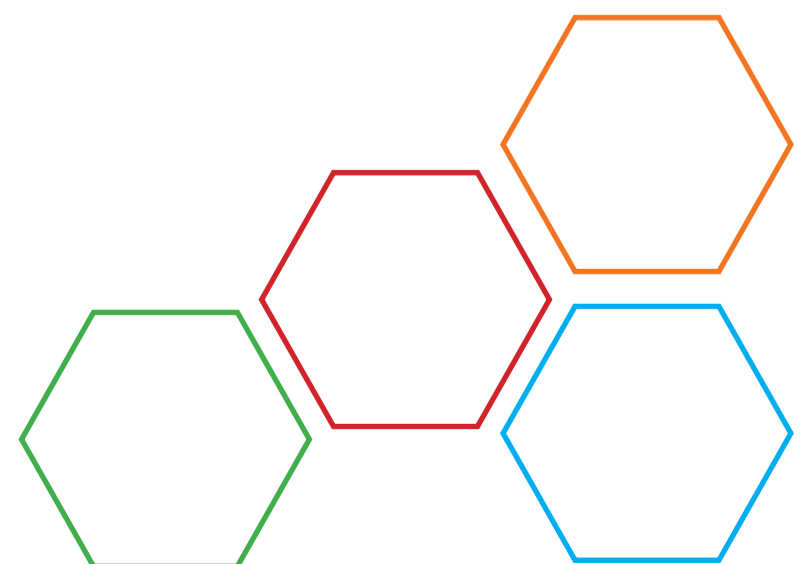
Key Factor elements

Key factors: resources, skilled people and opportunities (Ahmad and Hoffmann, 2008)

Key determinants regulatory framework, market conditions, access to finance, R&D technology, entrepreneurial capabilities, and culture (Isenberg, 2011)

Entrepreneurial skills, concept, business model, environmental scanning, opportunity recognition, advisory board, and networking (Chang and Rieple, 2013).

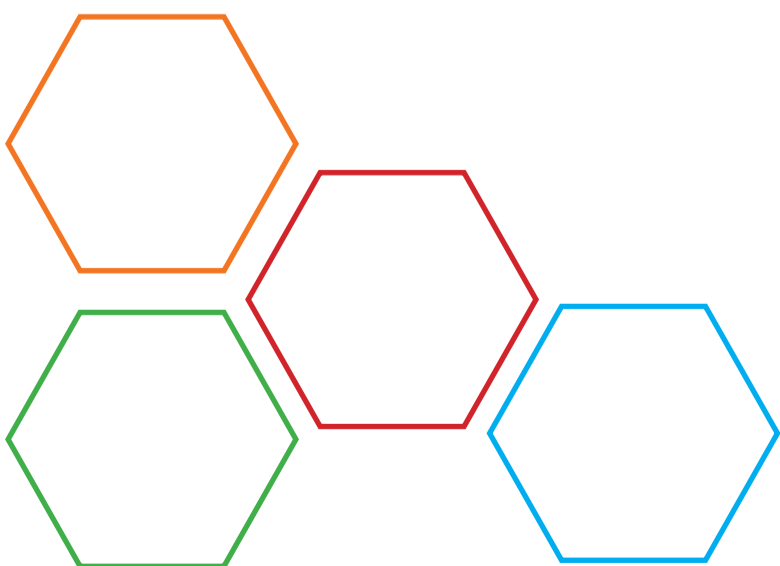
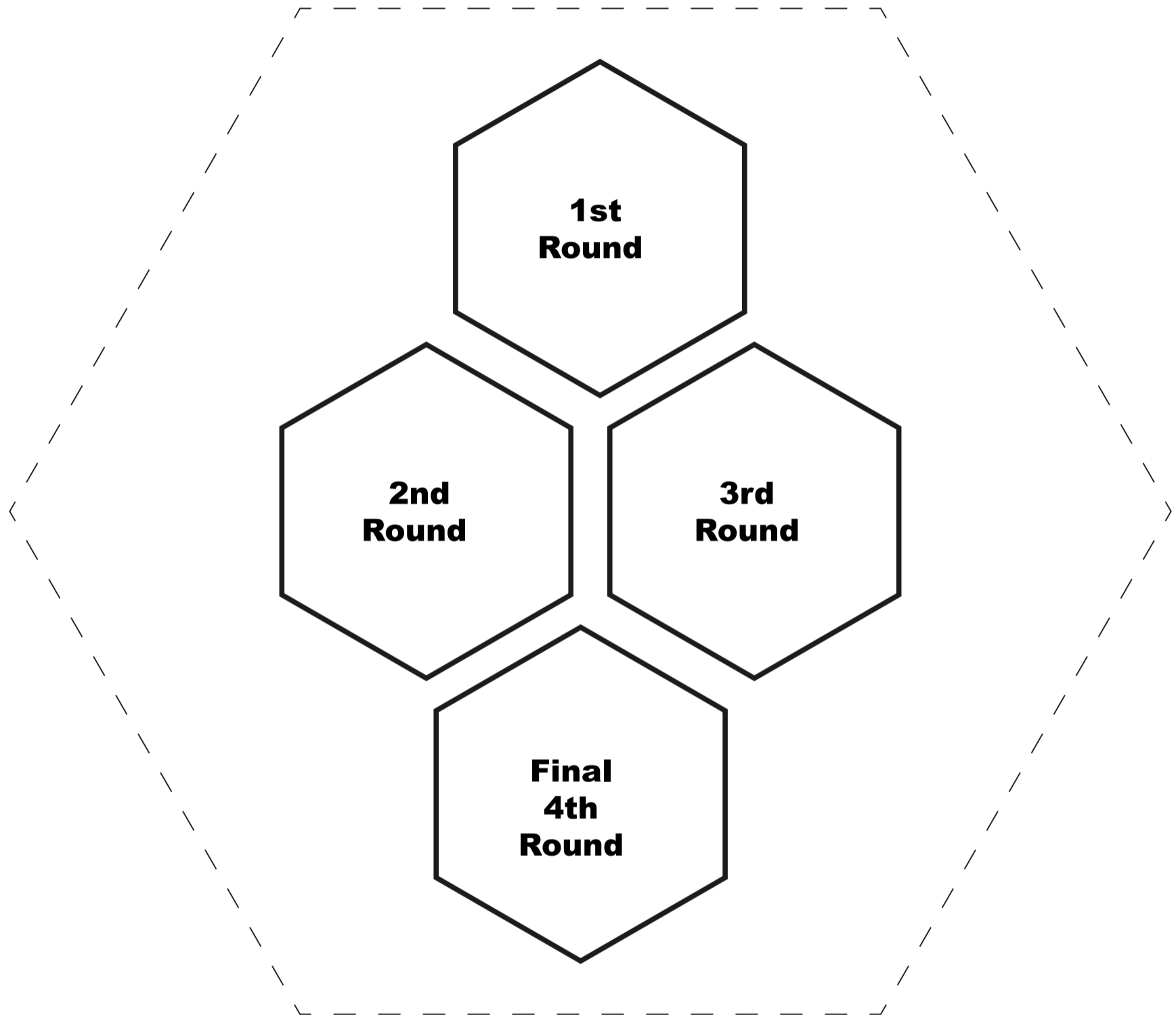
Ever changing environments (Gibb and Haskins, 2013).



Game elements

Board

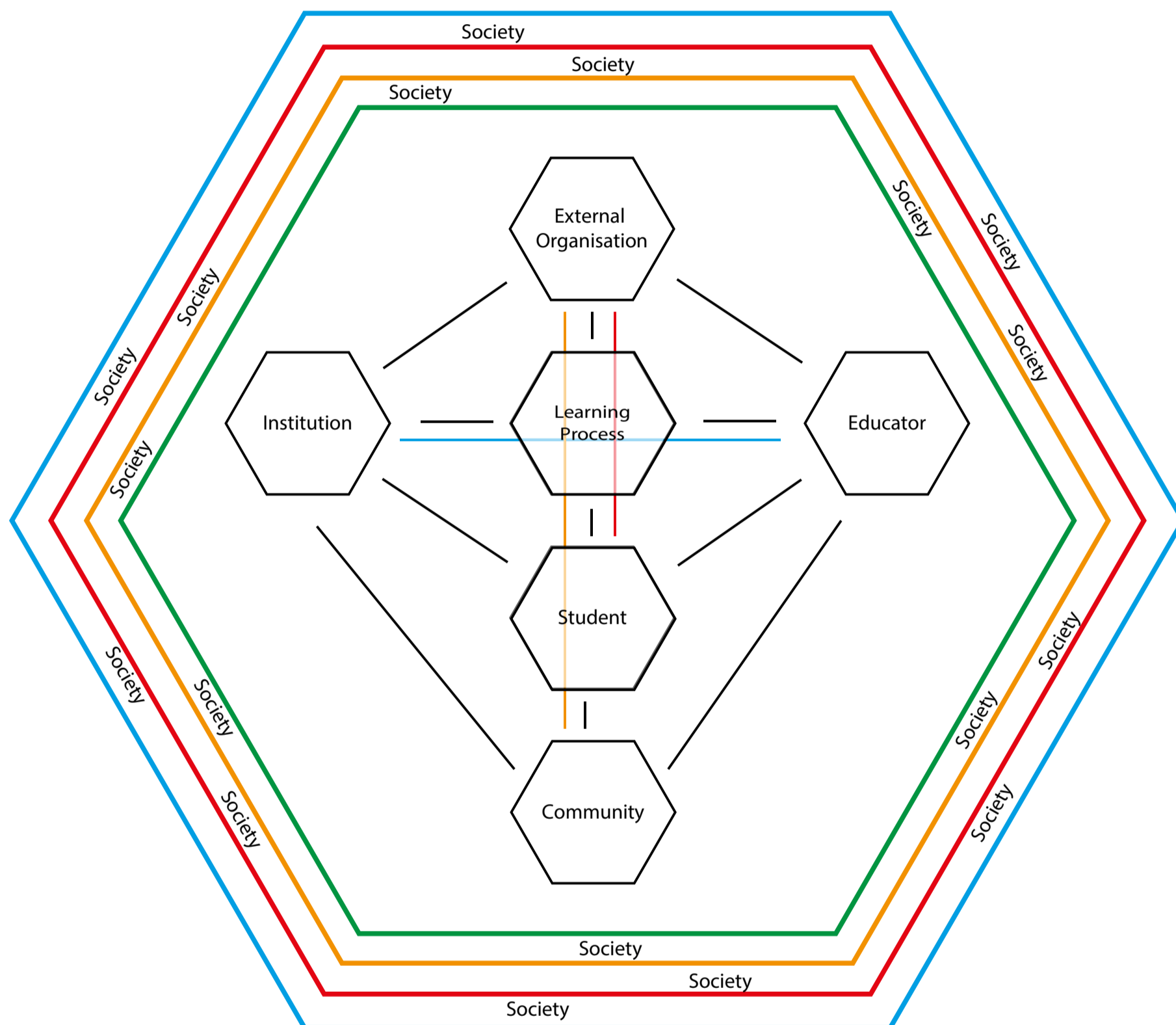
Cut the board and place it in the middle of your team.



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The Entrepreneurial Education Ecosystem



The Entrepreneurial Education Ecosystem (Wraae & Thomsen, 2019)

