



Mindset reset: failure as progress

Relevant escape room scenario & project resource	What to do??? Everything is GONE! – Mission to Save Your Personal Brand scenario Create Your Own Startup by Just Going Up the Stairs scenario
Target group & needs	Age 15-30, group size max 3 participants, previous knowledge or experience required: Basic digital literacy Communication and collaboration mindset Creative thinking
Duration	60-90min
Target competence areas	Learning to Learn Resilience & adaptability
Objectives	Understanding “failure” as part of progress Building emotional resilience Identify individual strengths, values, and professional aspirations



Materials & equipment	Building with multiple floors, rooms or corridors. If building is not available, you can use any space, which could be divided into different sections. A printer, printed annexes and other materials for the escape rooms Scissors, glue and pens Sticky notes Projector, whiteboard or flipchart to present their ideas.
Useful resources	Ice breaker activity: the ball game https://trainingcoursematerial.com/free-games-activities/creative-thinking-activities/balls-in-water-bottles
Setup	Choose the scenario, prepare the room given the instructions. Have annexes printed, secure enough time for the activity
Step-by-step instructions	Choose the game scenario and have all materials ready. Gather the participants, use the ice breaker ball game for opening Lead the group into dividing them in groups and start the scenario, including the brief and debrief part
Debriefing questions	SWOT questions (write answers on board, paper)



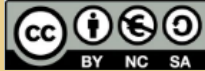
	"Strengths: What went well? Why?" "Weaknesses: What failed? Root cause?" "Opportunities: New resilience habit from this?" "Threats: Unforeseen risks exposed?" "How was that for you?" (Open emotional check-in)
Assessment & evaluation	Scaled rating from participants 1 (least) to 5 (most) – general questions Overall, did you enjoy this activity? Before this activity, how familiar were you with the digital and/or entrepreneurship notion explored in this escape game? Would you say that this activity allowed you to explore new dimensions of the topics explored? Would you like to participate in other escape games to learn about digital skills and/or entrepreneurship in the future? Do you feel you were able to contribute to the escape game? Do you have any recommendations to make sure all players can participate in the game? SWOT analysis Brainstorm (3 min): List 3 items per box Match (2 min): Connect S-O (leverage), W-T (mitigate)



	Prioritize (2 min): Star top 2 actionable items Action (2 min): Write 1 strategy per priority Share (1 min): (Each) Group presents 1 insight
Variations & adaptation	When possible, adapt the EG content using different means and formats. This includes audio, video, text, animations, and simulations. It must also have multiple personalized and adaptive features like hints, feedback, cues, instructions, and difficulty levels.
Trainer tips	Take a good time for briefing, explain the game and structure well, give time for answering questions and lead the game well as a Game Master. In debrief, allow everyone to express their feelings and observations, give feedback and make notes if useful/usable
References & further readings	Kovoor-Misra, S. (2019). Crisis management: Resilience and change. Sage Publications Doern, R. (2025). The resilient entrepreneur: From crisis to enlightenment. Policy Press



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