



Green entrepreneurship

Relevant escape room scenario & project resource	Escape the Feed: The Eco-Scroll Crisis Scenario
Target group & needs	Age 15-30, group size max 6 people, no previous knowledge needed
Duration	60 minutes
Target competence areas	Sustainability, Entrepreneurship Competence – Mobilising others • Sustainable solution pathways • Social responsibility tasks • Mobilising a community for sustainability • Systems thinking challenges
Objectives	Participants will learn how to recognize credible sources and identify red flags such as greenwashing, clickbait, and misinformation in digital content. Participants will improve their critical thinking, problem-solving, and digital literacy through discussion and puzzle-based challenges.



	Participants will explore real-life digital and environmental scenarios to foster ethical and responsible decision-making. Participants will develop teamwork, communication, and cooperation skills while working together to solve tasks under time pressure. Participants will understand the connection between online behaviour, digital responsibility, and real-world environmental impact. Participants will practice reflecting on their own media habits and learn how to apply sustainable and informed approaches in everyday digital life.
Materials & equipment	Printed materials for the scenario, papers, pencils, Water consumption ption per person sheet, projector or printed questions for debrief activity
Useful resources	Before game, calculate your own carbon footprint per person https://www.footprintcalculator.org/home/en After game quiz about sustainable entrepreneurship https://www.proprofs.com/quiz-school/quizzes/sustainable-entrepreneurship-day-quiz
Setup	Print all the material in sufficient numbers. If indoor, place seats comfortably or makes pace if outdoor setting.



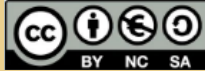
Step-by-step instructions	Prepare the room in advance. Greet players and offer volunteer activity – calculate your own carbon footprint per person https://www.footprintcalculator.org/home/en Give time to share results. Total 15min Introduce them to the game scenario, divide into groups and start the game. Total 35min After the game, debrief, ask questions and feedback. You can explore the answers and do another ecological quiz if the players are interested.
Debriefing questions	How to identify quality feed ? Why digital security is important (password hygiene, data privacy)? How to navigate online interactions ethically and safely? What ethical and critical thinking skills were strengthened? What does ecologically responsible behaviour mean?
Assessment & evaluation	Ask for rating on the scale 1 to 5, 5 being the highest, use following 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?
Variations & adaptation	Consider printing size of the play cards, or having game master reading the questions, always think of inclusivity of all players
Trainer tips	Some findings can raise questions, players will learn new information, you can further explore the ecology data if the group is interested.
References & further readings	United Nations Environment Programme. (2024). <i>Global Environment Outlook 7: A future we choose – Why investing in Earth now can lead to a trillion-dollar benefit for all.</i>



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