## Paper cup game with a social mission

 Students worked in groups to think of ways to use paper cups to solve any social problems that they can imagine of. This was an exercise following a lecture on different innovation strategies that social entrepreneurs use to generate solutions to solve social problems. Among the ideas that students generate during this game are: using paper cups for 1) encouraging children interactions, 2) water filtering, 3) build awareness of deafness, 4) selling recycled cups, 5) painted a large number of cups that are glued to the wall as artistic products. Class voting was made to select the Winner. This is an original game developed by the course examiner (Dr Yanto Chandra) to have students get their hands dirty than simply listening passively to lectures. "I see I forget, I do it I remember", said Confucius. That's exactly what we did. The course is called GE1218: Make a Difference: The Challenges of Social Entrepreneurship in a Globalized World.











