

Facilitation Guide

"Mission Possible" Role-Play Board Game
for Entrepreneurial Thinking & Impact

Instructions

1. Target Group



University-level students in entrepreneurship, innovation, or sustainability-related courses.

2. Duration



90–120 minutes, depending on the number of teams and depth of discussion.

Note!

While the participation of a teacher or facilitator is recommended to guide reflection, support team dynamics, and ensure alignment with learning outcomes, Mission Possible can also be played independently by student teams. In this case, a peer-based reflection and evaluation process is encouraged to foster self-awareness, collaboration, and critical thinking.

3. Objectives



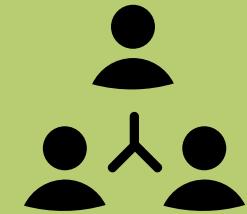
- Develop learners' entrepreneurial competences through experiential learning (EntreComp, DigiComp, GreenComp).
- Practice teamwork, strategic thinking, and value-based decision-making.
- Experience real-world dilemmas startups face in digital, green, and business domains.
- Reflect on ethical, social, and environmental impact in entrepreneurial choices.

4. Materials Needed



- Printable Mission Map Board (or digital version in Miro/Canva)
- Mission Cards (startup challenges)
- Role Cards (team member identities)
- 3 Decks of Challenge Cards:
 - Digital Dilemmas
 - Green Impact
 - Business Strategy
- Dice (physical or digital)
- Timer (15–20 min rounds)
- Reflection sheets (one per team)
- Markers or Tokens

5. Team Setup



- Form teams of 3–5 students.
- Each team:
 - Draws 1 Mission Card
 - Receives 1 Role Card per member
 - Gets a marker or token to track progress on the Mission Map board

The image shows two cards from the START DSP game:

- MISSION Card:** Features the START DSP logo and the word "MISSION". It includes sections for "Your Mission" (ReWear), "Your goal" (Reach 1,000 items exchanged and develop partnerships with university eco clubs), and "ReWear" (You're creating a peer-to-peer clothes-swapping platform for students to reduce fast fashion).
- ROLE Card:** Features the START DSP logo and the word "ROLE". It includes sections for "The Devil's Advocate" (You love asking "what if?" and spotting weak spots in ideas) and "Your Job" (Stress-test decisions to avoid groupthink. Push the team to go deeper).

6. Game Flow

1. Mission Briefing (10 min)

- Facilitator introduces the game, competences involved, and how it links to their course.
- Each team reads and discusses their Mission Card and individual roles.

2. Challenge Rounds (3–4 rounds x 15–20 min)

Each round, teams:

- Roll the dice and move forward on the Mission Map board.
- Depending on the space they land on, draw a card from the matching deck:
 - Digital Dilemma
 - Green Impact
 - Business Strategy
- Read the challenge aloud.
- Discuss the 3 decision options (and invent a new one if you/they wish).
- Use role cards to prompt different viewpoints.

3. Debrief and Pitch (20–30 min)

- Teams present their journey: 1–2 min summary of their mission, key dilemmas, and how they handled them.
- Facilitator leads a reflection discussion on:
 - Which dilemmas were toughest?
 - Where did values clash with strategy?
 - What surprised the team most?
 - What EntreComp/GreenComp/DigiComp skills were activated?

**Have fun, challenge your thinking,
and lead your mission with
purpose!**

7. Facilitator Tips

1. Guiding Decision Discussions

Encourage justification: Ask teams

“Why did you choose this option?” or “What was your main reasoning behind this decision?”

Prompt alternative thinking: If the team seems stuck, invite them to consider other viewpoints:

“What might a user or community member say about this?”

“How would this play out in the long term?”

Watch for role dynamics: Check if participants are using their Role Cards actively (e.g., is the Strategist asking big-picture questions? Is the Devil’s Advocate challenging assumptions?).

2. Debriefing After the Game

Start with open reflection:

“What was the most surprising moment in the game for you?”

“What decision are you most proud of – and why?”

Connect to real-world relevance:

“How does this apply to real situations you’ve seen in university life or startups?”

Link back to impact:

“Which of the five impact criteria do you think your team scored strongest in?”

3. Handling Disagreements

Normalize it: Let teams know that disagreement is part of collaboration.

“It’s okay to have different opinions – what matters is how you listen and decide together.”

Use the reflection lens: Ask, “Which perspective here might lead to greater long-term impact?” or “Which aligns best with your mission?”

De-personalize conflict: Help shift the focus from “who’s right” to “what’s right for the team’s mission.”

More Tips

- Rotate role cards mid-game to shift perspectives.
- Use real-world examples to connect dilemmas to actual startups.
- Highlight how ethical or sustainable choices can also drive innovation.
- Gamify lightly (with tokens, bonus points, or “Resilience Awards”) if engagement dips.

