

We usually suggest to run the games in one of the following three formats:

- Standard Format (6 weeks)
- High Intensity Format (3 weeks)
- Pressure Cooker Format (2 weeks)

Our games are always thoroughly integrated with the curriculum. Please find example programs of our games below:

6-week Standard Program with course suggestions

Round	Week	Topics	Lecture	Start	Support	Finish	In-game written assignment	Grading assignment	Feedback
1	1	Marketing & Branding, Ideation	Tuesday 13-14 <i>Introduction</i>	Tuesday 16:00	Tuesday 14-16 Kick-off Session	Friday 12:00	Strategy & Goals		Monday before 12:00
2	2	Technology, Co-Creation	Tuesday 13-16 <i>Innovation Processes</i>	Tuesday 16:00		Friday 12:00	Strategy & Goals	Assignment 1: Analysis	Monday before 12:00
3	3	Social Innovation	Tuesday 13-16 <i>Innovation Teams</i>	Tuesday 16:00	Tuesday 12-15 Feedback Session*	Friday 12:00	Strategy & Goals		Monday before 12:00
4	4	Entrepreneurship	Tuesday 13-16 <i>Corporate Venturing</i>	Tuesday 16:00		Friday 12:00	Strategy & Goals	Assignment 2: Literature review	Monday before 12:00
5	5	Open Innovation	Tuesday 13-16 <i>Open vs. Closed Innovation</i>	Tuesday 16:00		Friday 12:00	Strategy & Goals		Monday before 12:00
6	6	Business Model Innovation	Tuesday 13-16 <i>Strategic Innovation</i>	Tuesday 16:00		Friday 12:00	Strategy & Goals	Assignment 2: Reflection	

3-week Intensive Program with course suggestions

Round	Week	Topics	Lecture	Start	Support	Finish	In-game written assignment	Grading assignment	Feedback
1	1	Marketing & Branding, Ideation	Monday 10-11 <i>Introduction</i>	Monday 13:00	Monday 11-13 Kick-off Session	Tuesday 18:00	Strategy & Goals		Wednesday before 12:00
2	1	Technology, Co-Creation		Wednesday 13:00		Friday 18:00	Strategy & Goals		Monday before 12:00
3	2	Social Innovation	Monday 10-12 <i>Innovation Processes</i>	Monday 13:00	Monday 13-16 Feedback Session*	Tuesday 18:00	Strategy & Goals		Wednesday before 12:00
4	2	Entrepreneurship		Wednesday 13:00		Friday 18:00	Strategy & Goals	Assignment 1: Teaching Case	Monday before 12:00
5	3	Open Innovation	Monday 10-12 <i>Open vs. Closed Innovation</i>	Monday 13:00		Tuesday 18:00	Strategy & Goals		Wednesday before 12:00
6	3	Business Model Innovation		Wednesday 13:00		Friday 18:00	Strategy & Goals	Assignment 2: Analysis	

2-week Pressure Cooker Program with course suggestions

Round	Week	Topics	Lecture	Start	Support	Finish	In-game written assignment	Grading assignment	Feedback
1	1	Marketing & Branding, Ideation	Tuesday 13-14 <i>Introduction</i>	Tuesday 16:00	Tuesday 14-16 Kick-off Session	Friday 12:00	Strategy & Goals		Monday before 12:00
2	2	Technology, Co-Creation	Tuesday 13-16 <i>Innovation Processes</i>	Tuesday 16:00		Friday 12:00	Strategy & Goals	Assignment 1: Analysis	Monday before 12:00
3	3	Social Innovation	Tuesday 13-16 <i>Innovation Teams</i>	Tuesday 16:00	Tuesday 12-15 Feedback Session*	Friday 12:00	Strategy & Goals		Monday before 12:00
4	4	Entrepreneurship	Tuesday 13-16 <i>Corporate Venturing</i>	Tuesday 16:00		Friday 12:00	Strategy & Goals	Assignment 2: Literature review	Monday before 12:00
5	5	Open Innovation	Tuesday 13-16 <i>Open vs. Closed Innovation</i>	Tuesday 16:00		Friday 12:00	Strategy & Goals		Monday before 12:00
6	6	Business Model Innovation	Tuesday 13-16 <i>Strategic Innovation</i>	Tuesday 16:00		Friday 12:00	Strategy & Goals	Assignment 2: Reflection	