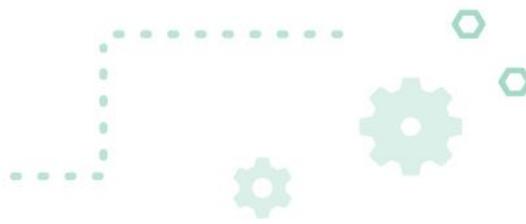


Practice entrepreneurial skills in Starcraft!

Previous compulsory steps / Prior students' knowledge	None
Learning objectives	Multitasking, macro and micromanagement
Subjects	None in particular, this sequences focuses on the development of skills.
Recommended Age	All
Material needed	PCs
Sequence duration	1 hour
Individual or group activity	Group activity
Skills developed	Critical thinking, planning, problem-solving
Price range of the game	0€
Similar games to use with the approach of the sequence	Starcraft
Tips for shorter duration	To make this sequence shorter, there is not a lot to do except cut some play time and have a shorter discussion/debrief. You can ask your students to do the tutorial of the game at home if possible before coming to class. You can then have a 30 minutes gaming session in the classroom followed by 15 minutes of debriefing. Try to have students finish a match. You'll have already some material to discuss in the debrief.



Tips to make the sequences more accessible or inclusive

The game is not available in Greek. There is not much scenario and text to read, but you should explain the basics to your students (controls, game elements, goal) if they can't understand by themselves using the game text and audio.

The videos used in this sequence are in English with subtitles. Instead of showing them the videos you can explain their content, or give a translated transcript to your students.



Step by step: how to implement the sequence

In this sequence, students are going to play Starcraft 2. It is a famous Real-Time Strategy game in which players must command units to attack their enemies. Famously known in the field of e-sport, the game demands intense cognitive resources from high-level players, such as strategic thinking and adaptability. This is so true that Google's DeepMind has chosen this game as a metric source to train their AI.

The game forces players to multi-task. They must juggle between the macro-management of their economy and resources while commanding their units with micro strategies.

Some high-profile people acknowledge that the game has taught them business or life lessons. [One of them is Shopify's CEO Tobi Lutke.](#)

Requirements

The game requires a decent but not too powerful graphics card and RAM. To be sure if the hardware at your disposal can run the game, you can use [this website](#).

Cutting the cost

Starcraft 2 is available free to play, players are limited to a level 5 commander in co-op mode, but it is sufficient to host this sequence in your classroom.

- **Step 1: Discovery (30 minutes to 2h)**

Explain the gameplay and interface to your students. If some of them are already experienced Starcraft players, have them explain or detail some concepts for their peers.

To help you and your students understand how to play the game, [you can use this video](#). There are many guides available. [Here](#) is one of them.

Have your students download the game and create an account. Select the “create free account option”. Once the battlenet client is installed, go to games and search Starcraft 2, click “buy”, then “play for free”. Check your downloads to make sure the game is downloading.

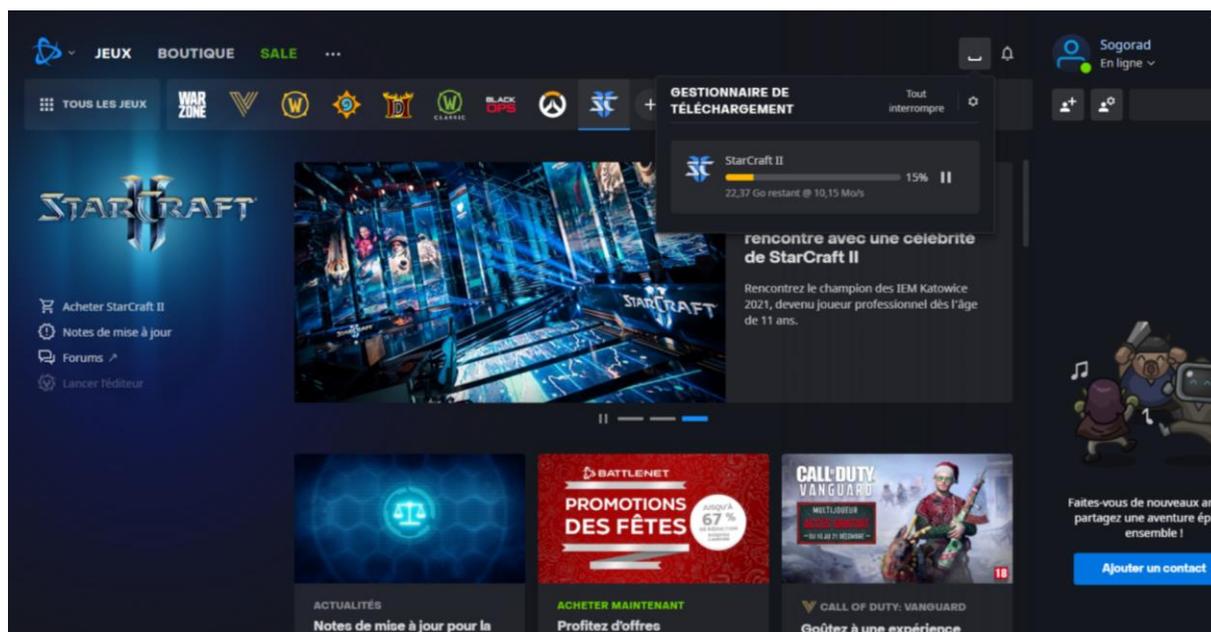


Figure 1: battlenet client on the Starcraft 2 page – checking the download

Once the game first starts it asks for the player level: choose “beginner”. It also proposes a tutorial to teach the basic game mechanics; have your students complete it.

If they missed it, you can find it in the menu. Click the screen at the bottom right corner:

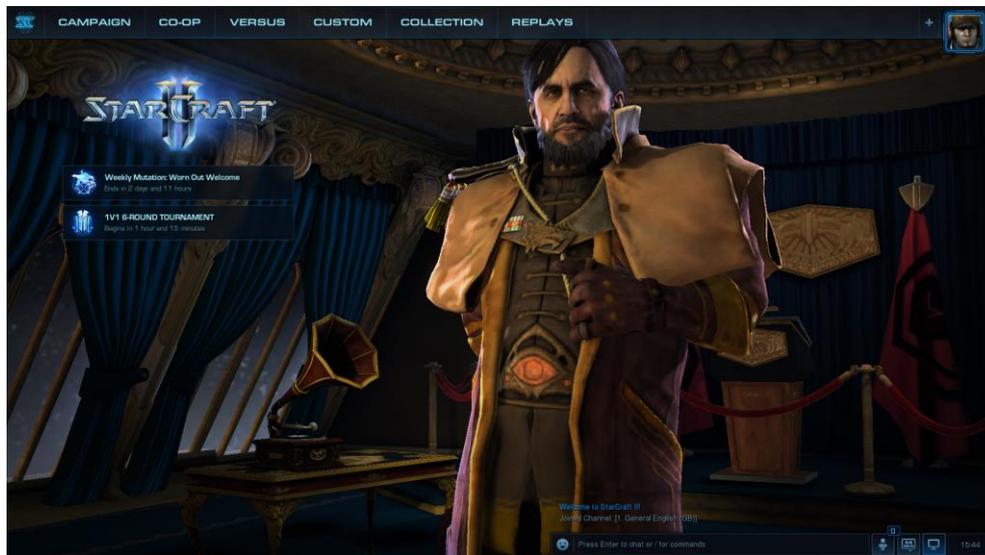


Figure 2: main page

Which displays the menu. Here, click tutorial:

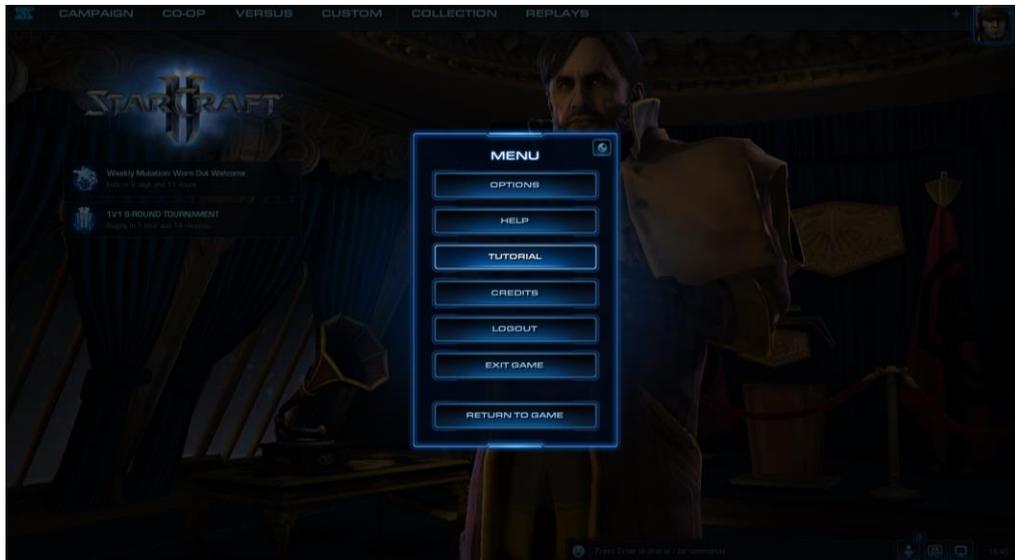


Figure 3: Menu

It should take your students 30 minutes to complete the tutorial. Optionally (for example, in the preparation of the session at home), students can learn more by doing the solo campaign.

The campaign features a story line and missions that further teach the basics of the game. It lasts for 18 hours, but students can stop after a few hours.

During the missions, tutorial videos are unlocked. Click them on the righthand side of the screen:



Figure 4: Campaign mission with info on the right

You can press F12 or the help button (the “?” icon in the bottom right corner) to open the help menu and replay tutorial videos:



Figure 5: Game help with tutorial videos

Students can also practice versus mode in a training version against AI.

- **Step 2: Students play the game (30 - 45 minutes)**

Now that the students understand the basic mechanics of the game it is time to have multiplayer games.

Setup

Private tournament

Host several private game sessions that gather up to 8 of your students in 4vs4, 3vs3 2vs2 or 1vs1 matches. You can do this locally or remotely.

To create your game, go to custom > melee:



Figure 5: Map selection

Choose a map that can fit your desired number of players and click create lobby:

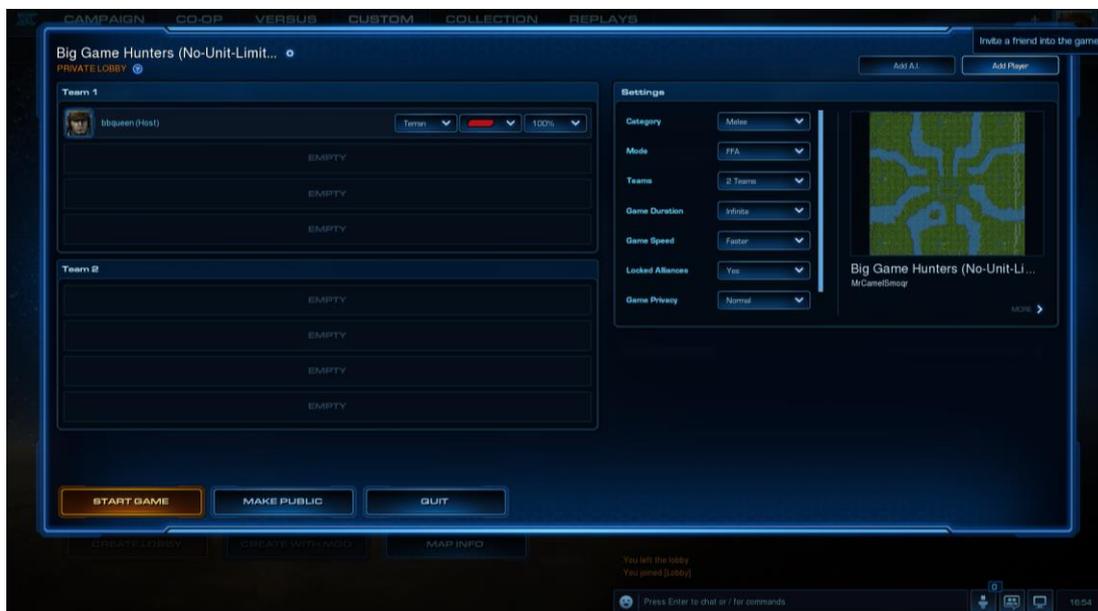


Figure 6: Game lobby creation

On this screen, you can add a player.

You first need to have this player as a friend. To do so, use the friends button in the bottom right corner:

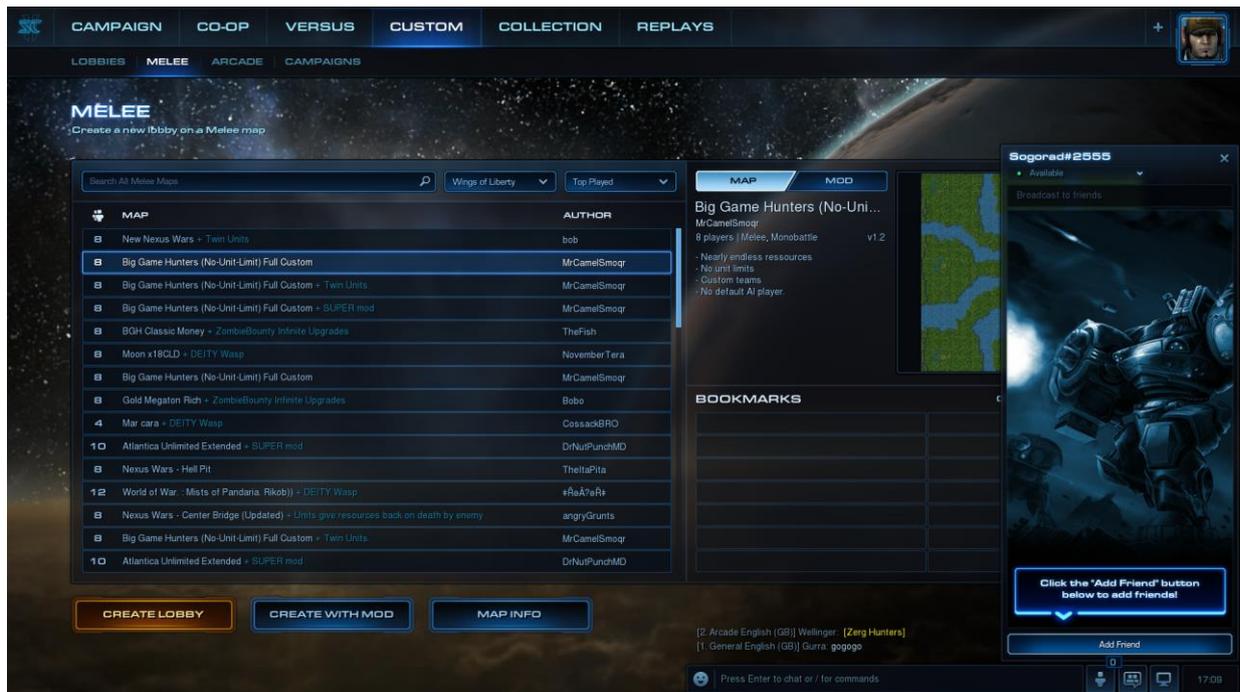


Figure 7: adding friends

Cooperation

You can also have students cooperate against the game's AI in 2 player missions.

This will teach the same concepts of the game in a less frightening context.

If you want to spectate remote games that your students play: When creating and hosting a game, one of your students should invite you to spectate by clicking "+Player" and choosing spectator or right clicking you in the lobby and nominating you "referee".

- **Step 3: Debrief and discussion (15 minutes)**

Ask your students to explain their strategies: can they debrief what happened? What mistakes did they make? What actions should they take in the next game to prevent future mistakes?

Show this video's "how to practice/basic direction" and "work smarter not harder" parts, which explain how to improve:

💡 [New Player's guide to Starcraft2 - from 7:30 to 14:43](#). By WinterStarcraft.

To get better, students have to set a goal. They can analyse their previous matches with the Match history tool and see the areas where they can improve.

You can discuss with your students the potential frustration they felt when losing, failing a teammate, or making a mistake. To help you discuss this with them you can use [this link](#).

You can cheer them up by insisting on the fact that the game is hard, and many people take time to master it.

Your students have practised skills that are useful not only in entrepreneurship but also in any area of life. To cite the [article on Tobi Lutke](#):

"One year of working in a start-up is compressed to 5 minutes of playing in Starcraft 2".

Moreover, a [study](#) published in the renowned journal PlosOne concluded that playing StarCraft can help improve brain agility and multitasking.

Getting the game:

https://www.battle.net/download/getInstallerForGame?gameProgram=STARCRAFT_2

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