

Relationship number: RLT233023

Period of Exchange: From 24 July to 22 January (6 months)

Brief introduction (max. 1000 characters):

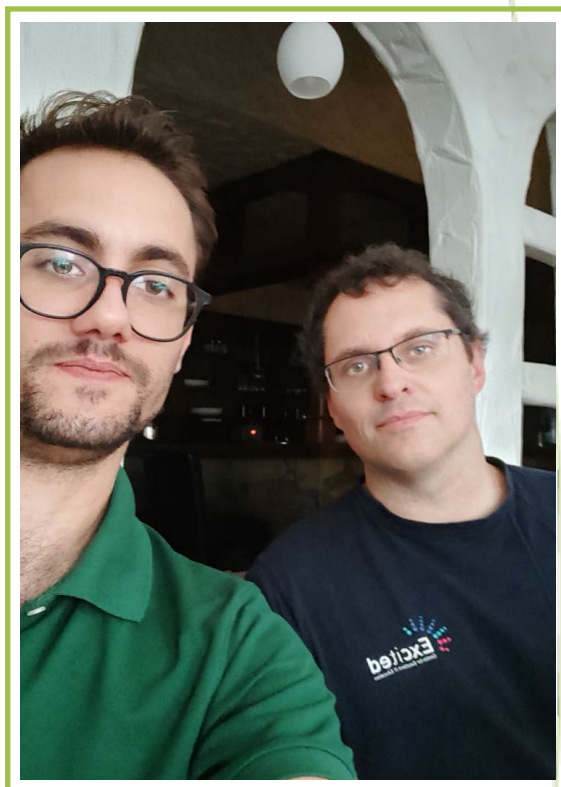
Clemente Musa is a Game Designer that discovered the EYE project via the European portal and decided to participate to enhance his skills and knowledge on how to run a business in his field.

Rasmus Pechuel is an entrepreneur who has hosted NEs before (twice) and is passionate about entrepreneurship and giving new entrepreneurs an opportunity to gain the knowledge and confidence needed to become active.

Expected benefits were:

NE: A well-designed game, market validation, networking opportunities, and understanding of running a game design business.

HE: Enhanced mentoring skills, collaboration opportunities, and knowledge transfer in entrepreneurship and game design.



Activities undertaken (max. 1000 characters):

The NE took full advantage of the opportunity and blossomed in an environment in which he could try out his ideas and test out his strengths. The HE supported the activities as well as the reflections and connections. Results:

- Acquired software skills (Figma, Wordpress, Webflow);
- Visited Gamescom for networking;
- Wrote a Game Design Document for a Videogame;
- Published a Boardgame (Passo) as an author with Steffen-Spiele & Helvetiq;
- Published an RPG (Lo Stagno) with authorial collective (Panzer8 Games);
- Studied different typologies of games;
- Made 7 boardgames ("Hack Me This!", "Leaftile", "Maraud's Mansion", "Onibi", "Chikurin", "Spandi la Fiamma", "Make4"); Some were sent to publishers, others are still in the works;
- Participated at SPIEL '23 in Essen as an author and for networking purposes;
- Realization of graphics for the prototype of a trading card game;
- Edited and typeset an RPG ("Defilers");
- Worked on and gave feedback on a boardgame with in-app elements still in the works.

Benefits achieved (max. 1000 characters):

The NE developed a high set of skills in Game Design such as improving ideas, prototyping a game (mostly board games and RPGs), testing, making sell sheets, interact with the public as well as with publishers and calculating financial risks and investment opportunities. He also managed to become well-connected in a way that would allow him to continue and expand his activities in the field of game design in the future. Benefits for the company were the opportunity to receive fresh ideas and a more diverse and international input regarding ideas, work processes and projects in general. As a future prospect of cooperation the NE and the HE will surely keep in touch to finish the "Sustainable City" project (the board game with in-app elements). They also see opportunities of collaborating in different areas when it comes to integrating each other's strengths and skills in their own projects.

New Entrepreneur:

Name & surname: Clemente Musa
Country: Italy
Age: 27
Status: *Would-be entrepreneur*
Sector: Game Design
Name of business: --
Website:--

Host Entrepreneur:

Name & surname: Rasmus Pechuel
Country: Germany
Age: 42
Experience (years): 17
Sector: Software Developing and Game Design
Name of business: *Ingenious Knowledge*
Website: ingeniousknowledge.com

Quotation regarding the experience:

NE (max. 300 characters): “The most enriching experience I've ever had, with the most open and helpful Entrepreneur I've ever met.” **Clemente, New Entrepreneur**

HE (max. 300 characters): “Clemente is a talented and impressive young game designer who has shown how to use the Erasmus for Young Entrepreneurs programme to its full potential, immersing himself fully in the work to improve his skills in game design, graphic design, networking and the relevant business aspects.” **Rasmus, Host Entrepreneur**

For further information about the exchange:

- NIO/HIO, ____, ____: ____
- HIO/NIO, Instituto Tecnológico de Canarias, eye@itccanarias.org

For information on the programme and details on how to enroll visit:

www.erasmus-entrepreneurs.eu