

UNLOCK

Creativity through game-based learning at
higher education



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I am convinced that having an open mindset and being empathetic are the keys to get the most out of collaboration in whatever environment. I believe that the creativity and bravery needed to implement ground-breaking educational initiatives, such as using Escape Games at Higher Education Institutions, could mean a significant upgrade both to HEIs curricula and the employability of their students.

I am interested in research topics such as regional innovation ecosystems and sustainable urban development. As a Junior Project Officer at the University Industry Innovation Network, I am responsible for the dissemination and implementation of European projects, funded by the European Commission, in the areas of entrepreneurship and innovative education, university engagement for social innovation and university-business collaboration.

Ongoing Projects:

ARDENT - <https://ruralentrepreneurs.eu/>

CSR-Ready - <https://www.csrready.eu/>

Spanning Boundaries - <https://spanning-boundaries.eu/>

Trustworthy AI - <http://trustworthyaiproject.eu/>

UCityLab - <https://www.ucitylab.eu/>

YETI - <https://yetiproject.eu/>