



**Study circular
economy using game-
based learning!**





Circular Economy Game (1 ECTS)

- Pilot course, a part of Erasmus+ TICHE project
- Fully online
- **16.2.2024 at 11–14 CET**
- Free of charge
- Methodologies
 - Game-based learning (2 hours)
 - Discussion (1 h)
 - Reflection and reporting (required for the certificate)
- Assessment: Written report
- Organized by two research units at the **University of Oulu, Finland**
 - Environmental and Chemical Engineering
 - Industrial Engineering and Management



Co-funded by
the European Union

2021-1-IT01-KA220-VET-0000331



University of Oulu



You will learn to

- Explain **the concept of circular economy**
- Explain and utilize circular economy business models and methods that are used in building **a sustainable life cycle for a product**
- **Analyze the impact of different circular economy solutions** when the complete life cycle is considered



Co-funded by
the European Union

2021-1-IT01-KA220-VET-0000331





Sign up!

The number of participants is limited. Places will be filled in the order of registration.

Send email by 13th February to:
sanna.paivarinta-antikainen@oulu.fi



Co-funded by
the European Union

2021-1-IT01-KA220-VET-0000331





<https://tiche-academy.eu/>