**Instructor Reflections**

1. Reflections you have about the project
   * I really believe that this board game is a fun and interesting way to promote students exposure to concepts associated with an entrepreneurial mindset. The board game itself was developed by a group of junior engineering students (mechanical and chemical) and as such has been designed in a manner that students find interesting and engaging.
   * The Review, Summarize, Question, Comment, and Critique (RSQCC) worksheet is a great way to encourage larger class debrief about the activity where a group discussion may not be possible
   * The game can be played with a formal game board (printed out using template in folder) or just as easily can be run using PowerPoint or similar software and projecting the screen for the entire class to see.
2. Changes you have made to the class
   * At this time we have only implemented the board game once into a first-year engineering class. We did get some constructive feedback from students after this implementation on how the board game could be improved including making sure that the risk/reward cards weren’t based so much on luck but these changes still need to be made at this time.
3. Changes you suggest for the class/project
   * A good change would be to find a method to ensure that the risk/reward cards aren’t driven by “luck” as much as they were in this first iteration. This could be through making the students actually make a choice themselves rather than wager and choose a card to see the outcome
   * Additional feedback received also focused on changing the number of points associated with the curriculum and resource cards so students could earn more points in that manner and not be as heavily reliant on the risk/reward spaces for being able to level up to the winner circle