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Analysing the Required Properties of Business Simulation Games to Be Used in E-Learning and Education

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ABSTRACT

Business simulation games are considered as effective tools for the empowerment and mediation of business content learning. They act as serious games which contribute to learning through a simulation of real-life situations and business environments. They are especially useful in the area of business management processes and business strategies. The blending of designed simulation technology and content curricula offers participants (players, students) a risk-free opportunity to test out a range of relevant strategies to drive business results. By customizing computer-based business simulations, participants can integrate key strategic and financial priorities. This paper provides a brief review of business simulations that serve learning purposes. The first part presents a short introduction and description of business games and their evaluation properties, and the second part provides a brief evaluation and analysis of selected business simulation games.

KEYWORDS

Serious Games; Business Simulation Games; E-Learning; Problem-Based Learning; Business Environment

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