

Exploring the Challenges in Using Simulation Games in Business and Management Teaching

Nicoleta S. Tipi

The Open University

Abstract

Simulation games have been used in business and management education for a number of years and they play a significant role in teaching and learning. Simulations games can be designed to help learners understand a range of business and management concepts and experience activities, events as they may happen in practice; simulations games forming a simplified representations of reality where various scenarios can be added and “what if” questions can be answered. With the development of simulation software packages, computer-based simulations have been created and used in practice by organisations, as well as they have been developed for training and learning challenging concepts. With this development several computer-based simulation games have entered the teaching arena, forming part of many business and management teaching materials. Several benefits have been reported by tutors and learners when simulation games have been used, however they also carry a number of challenges which impact on the teaching and learning experience in different ways. This study is set to explore these challenges and provide further understanding as to how simulation games can be identified and designed to overcome some of these. The examples explored in this analysis are simulation games developed for business and management studies.

Keywords: impact on learning, simulation games, teaching methods, business and management studies