

Gaming to Upgrade ...

Your Business Skills

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The Society of Simulation And Gaming of Singapore

- Formed in April, 2006
- Bridging academia, trainers, designers and developers
- ISAGA2009
- www.ssagsg.org
- www.isaga2009.org

Gaming Approaches in Learning

- A gaming approach in learning

- a play-oriented learning
 - No real 'play' in classroom setting
 - Power relationship
 - No choice

Playful approach

Informal

A play-oriented activity in the learning process

- **Serious Gaming**

- Not just players
- Not just technology
- “**Somebody out there with a 'serious (not-for-profit) motive'**”

Gaming Approaches in Learning

- A play-oriented activity in the learning process

- Providing motivation (*challenging, engaging*)
- Providing practice
- Making it interesting, less formal, unusual, memorable...

Ou Bei Som



“You can learn more about a man in an hour of play than in a year of conversation”
- Plato

Three phases of action

1. The Briefing -

Facilitator

- sets the scenario, invites participants to enter
- defines the rules
- Has all the power



2. The Action

Participants

- are in charge of events
- are observed by the facilitator
- have the power (facilitator has reserve power)



3. The De-briefing

- Facilitator and participants

- Identify the learning
- share the power
- focus on transfer of learning



Web games

- Learning economics
 - <http://www.liveecon.com/index.html>
 - Macroeconomics, microeconomics, math and stats
- Learning about making sales
 - (video trailer) <http://tinyurl.com/d99rpg>
- Learning about running a business
 - <http://www.thebusiness-game.com/>
 - <http://www.decisionwaresim.com/>