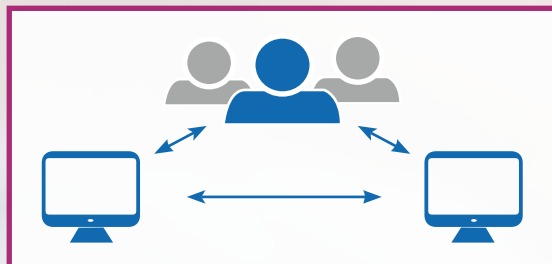


BUSINESS SIMULATIONS IN SINGLE AND MULTIPLAYER MODE



SINGLEPLAYER

Alone or in a team against computer-controlled competitors

Self-determined learning pace

Blended & distance learning

- ▶ Own learning pace of the participants
- ▶ Repetition of the game possible
- ▶ Little support effort
- ▶ Large number of participants possible
- ▶ Comparability of results

- ▶ Requirement: high self-motivation of the participants
- ▶ No personal support from the seminar leader

- ▶ With the singleplayer version a participant/a team plays **against computer-controlled competitors**. A particular advantage is that the results of the participants can be **compared across games** and the learner can control the **speed of the game** himself.
- ▶ Especially for **self-study and distance learning**, but also as **preparation** for a subsequent multiplayer phase, this variant is very well suited.

VS.



COMPETITION



PROCESS



APPLICATION
POSSIBILITIES



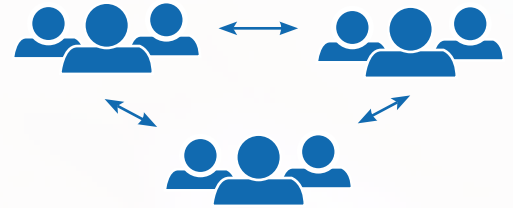
ADVANTAGES



DISADVANTAGES



BOTTOM LINE



MULTIPLAYER

As a team against other teams

Time frame determined through the seminar leader

Classroom, blended (& distance) learning

- ▶ High motivation through competition
- ▶ Group dynamics
- ▶ Learning contents can be adjusted to periods
- ▶ Targeted evaluation of the results by the seminar leader

- ▶ High preparation and supervision effort for seminar leaders
- ▶ Premises required

- ▶ In the multiplayer version, **teams play against other teams in a dynamic environment**. The competitive situation has a **motivating** effect on the participants. The seminar leader can **flexibly adapt** the learning contents & the time schedule to the target group & specifically address wrong decisions in the evaluations.
- ▶ This variant is particularly suitable for **classroom & blended learning applications**.