GEO FOR TAKEOVERS, BANKING, AND FINANCE

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ABSTRACT

This demonstration focuses on advances features GEO, namely, takeovers, banking, and finance. The game allows players to practice making these truly important decisions.

INTRODUCTION

GEO is an international-business game with an entrepreneurial orientation. It is a computer-assisted, Internet-based multiplayer game structured at the level of a global economy, one level of comprehensiveness above the total-enterprise games that are commonly used in business education programs. The game can be played on a turn-by-turn basis by two to six players or on an activity-and-clock timing basis by up to 32,767 simultaneous players. The game is flexible and its rules are simple, so students from different countries, classes, and educational levels can join the same session.

Usually, a session takes place over a semester, with players entering and leaving the session at different times depending on their course schedules. The demonstration version of the game can be accessed through the Web site at http://pages.towson.edu/precha/. For the conference session in which I will demonstrate the game, attendees with Internet-accessible Windows computers should bring their computers to experience playing the game.

The demonstration will focus on takeovers, banking, and finance, the newest features of the game. I will show how players who control a firm can execute a takeover of another firm using any combination of cash and shares for the acquisition. I will show how players can found banks, and how the banks can lend to other banks through an interbank system backed by national banks. I will also show how nonbanking firms can engage in covered interest arbitrage and currency speculation.

Takeovers, banking, and financial issues such as currency arbitrage and speculation rest in the upper end of decisions that have consequences for business. The game allows players to practice making truly important decisions.