SERIOUS GAMES AND SIMULATIONS CLASSIFICATION SYSTEM WORKSHOP

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ABSTRACT

An expanded and generalized version of the 2013 Greco, Baldissin and Nonino exploratory business game classification system will be presented and examined for its comprehensiveness and utility for those working in the field of experiential-based education. Participants will receive the proposed system’s encoding of a wide range of board and computer-serviced games and exercises. They will also be provided a copy of the code book used to identify the characteristics of the object games and simulations that were encoded. A discussion will be held on the degree the system captures the defining characteristics of the nature of such a teaching tool while also clarifying the instructions and examples found in the classification system’s coding guide.