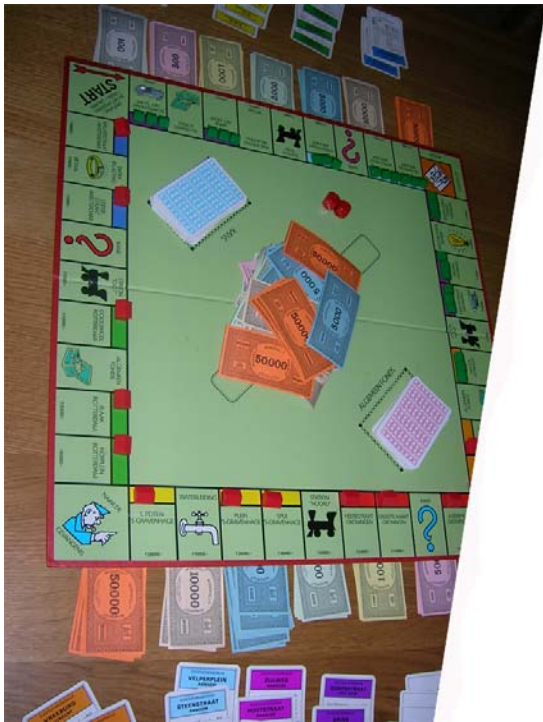


Playing a game; has it got the desired consequences?

A research for the measuring of effectiveness of games and simulations



Content

- Introduction
- Instrument
- Tests
- Results
- Conclusion

Introduction

- Who am I?
- Why this research?
- Measurements

Instrument

- Reaction
- Improvement
- Behavior
- Results

Reaction

- Debriefing
- What did the participants think of the following subjects:
 - Contents
 - Facilitator
 - Debriefing
 - Remaining

Improvement

- Tests on three main goals.
 - Motivation (measuring commitment)
 - Skills and knowledge
 - Context
- Compare the results with the test before playing the game.

Behavior

- Measuring the behavior of the participants and compare it with the behavior for playing the game.
- Compare the organizational context with the situation for playing the game.

Results

- Measure the results of the game.

Tests

- Slogan
- Business Experience
- Progress

Finishing the instrument

- Reason why is isn't finished yet
- Try to get 100% response

Results and conclusions

- Do not focus too much on score on personal tests
- Low score on contents
- Facilitator score
- Combine score before and after by decrease anonymity

Discussion

- Are there any questions?