Useful Business & Management Simulation Games & Role-Play Resources

This list of resources is select but can act as a good starting point for sourcing relevant Simulation Games & Role-Play (SGRP) information.

Societies & Associations

ABSEL (Association for Business Simulation and Experiential Learning)
ABSEL is a professional association committed to the development & promotion of simulations & experiential learning in the business education (http://www.absel.org/).

SAGSET (Society for the Advancement of Gaming and Simulation in Education and Training)
SAGSET is a UK-based professional society committed to improving the levels of learning through the use of interactive learning, role-play, simulation and gaming (http://www.simulations.co.uk/sagset/).

Publications

Simulation & Gaming: An Interdisciplinary Journal of Theory, Practice and Research
Simulation & Gaming provides a forum for developments in simulation & gaming methodologies & practice for education & training. This is a specialised journal that is non-discipline specific (http://intl-sag.sagepub.com/).

Active Learning in Higher Education
Active Learning in Higher Education is devoted to all aspects of teaching & learning in higher education. This journal is not specialised, nor is it discipline based. It does publish articles about simulation & games.
International Journal of Management Education

IJME encompasses educational research and developments within business, management and accountancy. It does publish articles about simulation & games.

The Bernie Keys Library

The Bernie Keys Library is a free ABSEL resource allowing, inter-alia, access to archived papers from the Developments in Business Simulation and Experiential Learning conferences (http://sbaweb.wayne.edu/~absel/bkl/Splash.pdf).

Selected SGRPs

XING

Xing (a.k.a. FLUX) is a business game which takes students through the process of setting up a business, giving an insight into what is needed to run a business and for a successful business plan (http://www.flux500.com/).

MONOPOLY®

The Monopoly game can be used to help students understand financial transactions & how to produce financial statements (Clayton, G. 2003. ‘Using Monopoly® as an introduction to financial accounting’, in Learning & Teaching for Business: Case Studies of Successful Innovation, ed R. Kaye & D. Hawkridge, pp.89-105, Kogan Page: London. ISBN 0 7494 4025 2)

AIRLINE: A STRATEGIC MANAGEMENT SIMULATION: INTERNATIONAL EDITION

This 4th edition of Airline is a computer diskette-based simulation game. Players take on the role of running a regional airline. Critical incidence is a feature (http://www.pearsoned.co.uk/Bookshop/detail.asp?item=100000000282694).

CORPORATION: A GLOBAL BUSINESS SIMULATION

This 4th Edition of Corporation is a computer diskette-based simulation game. Players take on the role of running a multi-business unit corporation. Critical
incidence is a feature ([http://www.pearsoned.co.uk/Bookshop/detail.asp?item=100000000051178](http://www.pearsoned.co.uk/Bookshop/detail.asp?item=100000000051178)).

**THE BUSINESS STRATEGY GAME™**

The 2008 Edition of the BSG is a computer web-based simulation game. Players take on the role of running a global athletic footwear company ([http://www.bsg-online.com](http://www.bsg-online.com)).

**CAPSTONE® BUSINESS SIMULATION**

Capstone uses a blended learning approach. Players take on the role of running a multi-divisional corporation ([http://www.capsim.com/homepage.cfm](http://www.capsim.com/homepage.cfm)).