Introducing Gaming to the Classroom Environment

Enforcing Learning Objectives through Team-Based Learning and Real-World Gaming Simulations

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The Venture Game™ Model

Numerous opportunities to infuse “points of knowledge testing”

Fun, interactive experience to teach complex subject matter

Helps transcend memorization and develops a deep understanding of the content

Complex system of players – teaches how to cooperate with others who have conflicting interests

The Venture Game™ Results

In a 2-part survey (given prior to and after playing The Venture Game™), students were asked whether or not they fully understood the concepts taught:

- Pre-Venture Game™: 90%
- Post-Venture Game™: 95%

84% said The Venture Game™ allowed them to interact with students they wouldn’t have interacted with otherwise.

89% looked forward to coming to class and participating while The Venture Game™ was being played.

91% would rather learn through an interactive game, such as The Venture Game™, as opposed to the traditional lecture format.

93% would strongly recommend The Venture Game™ [model] for other IU classes.

*percent of students that responded to the survey question

Grey – Do Not Understand
Green – Understand Fully