Challenges and opportunities for technology use in management education

Gamification and simulations

M. Franck THOMAS franck@widdil.com



GAMIFICATION AND SIMULATIONS

Gamification and Serious Games can be POWERFUL assets to include in

your curricula.

LEARNING BY DOING

USER ENGAGEMENT

RISK-FREE ENVIRONMENT

ALIGNED WITH CORPORATE NEEDS





GAMIFICATION vs.
SERIOUS GAME

GAMIFICATION

GAMIFICATION: adding game mechanics to non-game activities and context.

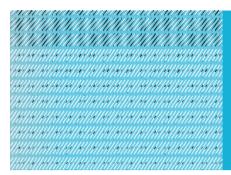
Objective: Promote CHANGE in BEHAVIOURS.

EXAMPLE of gamification?

GAMIFICATION

SERIOUS GAME





GAMIFICATION EXAMPLE AM League (Finance)



Gaming logic applied to portfolio investment strategies.



Players: 50+ Asset Managers from Investment Funds.



Focused audience: 2 000 fund selectors, finance executives.



AM League

AM LEAGUE

MANAKANAN MANAKANAN

GAMIFIED FINANCE

For Asset Managers:
great way to show skills
but also compare to
peers.

For Investment Funds: great advertising channel.

For Fund selectors: faster identification of best performing funds/ asset managers.

















Scalable : more Asset
Managers = better game.

Experiment to learn.



SERIOUS GAME

SERIOUS GAME: immersive environment for a genuine learning experience.

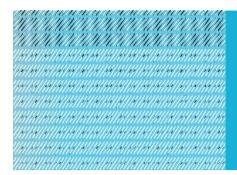
Objective: Boost USER ENGAGEMENT in a a RISK-FREE context.

EXAMPLE of simulation?

GAMIFICATION

SERIOUS GAME





SERIOUS GAME EXAMPLE Patient GeneSys (Health)



Platform for serious games development.



Professional content from healthcare editor (Vidal).



10 000 GPs, hospital doctors and nurses trained.



Interaction Healthcare, with the collaboration of CNRS (LIMSI), Vidal, Voxygene, University Hospital of Angers (France).

PATIENT GENESYS

SERIOUS GAME PLATFORM

Platform to develop serious games in healthcare industry.

Public modules can be created/ shared/ sold individually.

Existing modules for emergency rescue, health checks and diagnosis.

Included: live database of treatments/ drugs.



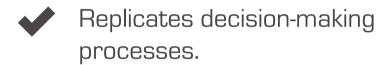










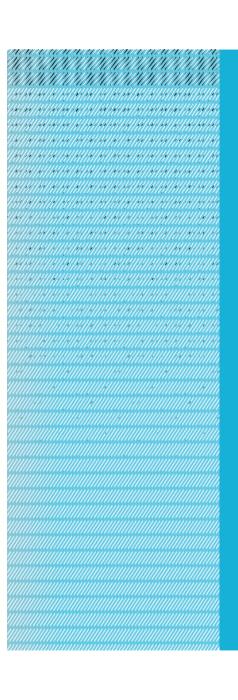


Relatively easy to create new learning modules.

Scalable distribution : softaware, web, tablets.

Defriefing with group/ teacher.





Thank you!

Any questions: franck@widdil.com