

Writing Cases and Teaching Notes for Games

Centre for Management Practice



Game and Simulation Cases

**Collaboration of Centre for Teaching Excellence (CTE) and
Centre for Management Practice(CMP)**

6 October 2023

Case Study Method

The case method of teaching is an educational approach often used in business schools and law schools, but it can be applied in various disciplines. It is a pedagogical technique that involves the use of real-life scenarios or case studies as the primary basis for learning and instruction.

Game/Simulation Cases

Game cases are educational scenarios or cases designed in a game format. They incorporate elements of gamification to make learning more engaging, competitive, and interactive.

Simulation cases are educational scenarios or cases that replicate real-world situations and allow participants to interact with a simulated environment or system.

Game Cases

We work collaboratively with CTE, faculty, game developers, to develop cases and teaching notes that act as an anchor to help instructors use those games in classrooms.

Game cases are used to teach and reinforce specific concepts, skills, or knowledge in a fun and engaging manner. They often involve competition, points, rewards, and challenges.

In game cases, the emphasis is on experiential learning, where participants actively engage with the material rather than passively absorbing it. These cases can be tailored to specific learning objectives and can vary in complexity from simple educational games to highly realistic, multifaceted simulations.

Our Approach

- We use a story telling approach to developing game cases.
- The content in the case is designed in such a manner that students are able to put their analytical hats on.
- The Teaching Notes provide explanations for various aspects of the game mechanics.

Our Approach

- Who is the intended Audience of the game?
- What are the Learning Objectives of the game?
- What Concepts do students need to know and understand to play the game?
- Has the game been tested in class? What has been the response?

- Our process involves engagement the during early stages of game design, building and testing. The actual case writing process involves several rounds of iterations, internal and external reviews, testing in classroom, followed by proofreading, turn-it-in and final edits.
- The case provides the necessary background and information to help students play the game efficiently.
- The Teaching Notes provide explanations for various aspects of the game mechanics to help instructors assess results.

- Yield Management: <https://cmp.smu.edu.sg/case/5316>
- Accounting Fraud: <https://cmp.smu.edu.sg/case/4146>

Thank you

If you would like to find more about the case method for developing game cases, please speak to: Lipika Bhattacharya, Assistant Director, CMP, lipikab@smu.edu.sg

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