

**Assignment Title:** Design a Business

**Type of Course:** Foreign Language for Business

**Mechanic(s):** Chance

**Draft of Prompt:**

In a business language course, one of the activities is to create a dossier for a start-up we are to design in the relevant country, including number of employees, floor plans, and other specifics that will of course follow the business startup culture of that country. It would be interesting to further this activity with a sort of chance activity to put those businesses to the test. I'm imagining something along the lines of a game of Risk, where your resources give you a better chance of success and a dice roll determines if you success, and if so, by how much. Basically, there could be a series of challenges (stock market crashes, disasters, etc) as well as unexpected surprises (a successful product release, amazing leadership change, etc) that are thrown against a player, along the same lines as wars in Risk, and you can roll to limit damage or gain more benefits, respectively.

**Role of Chance:** Determines gains and losses; puts some outcomes beyond student control.

**Effects of Chance:** This would make the activity much more realistic for the students, keeping it from being a glorified paper, while the teacher can use the activity to sneak in either historical challenges or business culture practices as part of the challenges or surprises.