**Online diary 1:**

On Wednesday 30th September, I had been put into a group of 3. Where my group was group 5. Our task had been set by the teacher who gave us a task to create a game for employers trying to employ employees. This game had to ensure that it contained certain skills that an employer would look for in an employee. These skills can vary from communication skills to solving problems. This would allow the employer to analyse if the employee can compose themselves in difficult situations which would benefit the company. One situation where certain skill can show its benefits is during a problem with a customer as you would be able to show how to handle the problem with a most effective way without affecting other customers.

With our group, we had come up with a game called Gamble. Gamble is a board game where you’d start off with £1000 and most money at the end of the finish line wins. You gain money by rolling a dice and landing on a block on the game board, from there you’d have to pick up a card from the pile and the card would give u different prompts. The prompts that will be shown on the cards are:

* Get 100
* Lose 100
* Double or nothing – roll an even and get double of what they betted. If they get an odd, lose everything they betted
* Gamble – roll an even and get 1.5x of what they betted. If they get an odd, they keep half of what they betted
* Blank card – this means nothing happens just stay where you are.

The currency that would be in the game are: £50, £100, £500, £1000 and £5000. This was decided as we had to come with a way of ensuring that they would get the right change back when betting on the 1.5x. However, with this you are not able to bet with the £50 as it would mean that we need more currency such as £20, £5, £1. Therefore, you can only bet within the 100’s.

The skills that employers can look for in employees when they play this game are:

* Risk taking – this would be determined when the employer must decide on the best bet that they believe would benefit them to win. This would help the company as this shows the emplyer is willing to make a bet to better the company.
* Thinking skills – this skill can be shown when deciding what to bet on and how much to bet. This would benefit the company by coming up with new strategies to improve and gain profit.
* Resilience – in the game, this can be shown when losing a bet as the employer may get angry. Therefore, if they can compose themselves, this would benefit the company as they would be able to deal with rude customers without affecting other customers.
* Self-management – this can be shown when handling the money and getting the most to win the game. This would be used in a company when they must deal with large amount of money or when having big tasks, to show that they can overcome the big tasks.

This is what our group came up with and next time we would like to design the game and do a test run to see if the game would work.