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**Abstract—**This document gives you an overview about how to prepare your article for publication in one of the scholarly online journals that are published at <http://online-journals.org>. After having read this text, you will understand which styles should be used and how to apply them. Abstract should have approximately 10 to 20 lines. *\*CRITICAL:  Do Not Use Symbols, Special Characters, References, or Math in Paper Title or Abstract*.

**Keywords—**business simulation, game, farmers fable, economy, C#, Python

1. How to work with this template
   1. Applying the styles to an existing paper

Open the document you would like to format and import the styles. How this works depends very much on the version of MS WORD that you use. The styles’ names to be used for online-journals.org are preceded by a “0\_” which makes them appear first in the styles list and therefore easier to be found.

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1. A Simulation

Simulations reproduce processes or systems in various application fields. These simulations may analyze possible issues within the system, without putting anyone or anything at risk.

* 1. Defining a business simulation

Not only because of lower risk, simulations are very common in a business setting. Working every day in this business world, it is important to understand the main issue similarly as everybody else on the team. Regarding this setting, the simulations not only align people on the same strategy, they also improve the sense for the business idea. A business simulation facilitates a faster growing of the learning curve, by creating an immersive feeling and with no risk of damaging a working system. It allows to gain an overview of the project, while depicting bottlenecks and raising questions for improvement of the overall product. In comparison to just reading about a system or a process, the user is able to engage themselves and receive some hands-on experience. For instance, the business simulation of the farmers fable, helps the user identify and understand the ground principle a lot quicker than reading the whole story behind the phenomenon. In the following we will have a closer look onto the farmers fable as a Business Simulation Game.

* 1. Converting the business simulation into a game

Moreover a Business Simulation will try to create a feeling of immersion, nevertheless this feeling is created more strongly by the use of games. Furthermore taking a closer look onto our target group, juveniles between the age of 14 to 20, it is of high importance to create a simulation easy understandable, but also enjoyable. Games in general are very multifaceted. Some are created for the simple pleasure of joy, others are created more seriously to support people in learning, to help detect issues and how to solve them, to train certain brain activities and so on. Games, in particular Serious Games and Business Simulation Games, are able to create a link between entertainment and work. For these reason the Farmers Fable Business Simulation Game aims to be an interactive and playful way of studying economic principles and learning to adapt them quickly.

1. The Farmers Fable

Simulations reproduce processes or systems in various application fields. These simulations may analyze possible issues within the system, without putting anyone or anything at risk.

Heading1 and Heading2 are numbered (sub)section headings. Write them, place the cursor in it and click the style.

Heading3 and Heading4 are so-called run-in headings which means that they are not extra paragraphs but they are placed in the same paragraph as the text that follows – like in this paragraph and the one before. Basically, *heading3* is a simple bold and *heading4* a simple italic formatting. So you may equally use the basic formatting functions of WORD.

Never mix up heading levels. A heading1 should not be followed by a heading3.

**Body Text** is used for normal reading text like this one. You may use the *Normal* style, it is the same, but harder to find as it’s much more down in the styles list.

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Do not try to structure your paper by lists, do not misuse list-items as headings. A list item (a bullet, a dash) contains maximum one paragraph. If there is more than one paragraph in one list item then it’s most likely a sub-section. Consider using a run-in heading level 3 or 4.

**Equations** my be inserted:

1. Make a new paragraph
2. Press TAB
3. Insert the equation
4. Press TAB
5. Write the equation number
6. Apply *equation* style

(1)

(2)

**Images/figures** can be inserted as you usually do. Apply the style *figure* to the figure, and *figurecaption* to the figure caption ☺. Depending on the WORD version you use, you can either select the figure and apply the style or you have to apply the style to the empty paragraph before inserting the image file.



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Please verify the figure numbers and their references in the text before submitting your article for review.

**Table captions** are formatted using the *tablecaption* style.

1. Example table

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Item1** | **Item2** | **Item3** | **Item4** | **Item5** |
| Test1 | .001 | .004 | .341 | .01 |
| Test2 | 4.5 | 3.4 | 12 | 21 |
| Test3 | 28 | 30 | 41 | 65 |

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<name>

<first\_name></first\_name>

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</name>

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1. Acknowledgment

You may mention here granted financial support or acknowledge the help you got from others during your research work.

1. References

The following references are real ones, but have not been cited in this document. They have been pasted here for demonstration purposes.

1. Budiman, R. (2013). Utilizing Skype for providing learning support for Indonesian distance learning students: A lesson learnt. Procedia - Social and Behavioral Sciences, 83: 5-10
2. Chandrasena Premawardhena, N., ICT in the foreign language classroom in Sri Lanka: A journey through a decade. 10th World Conference on Computers in Education (WCCE 2013), Nicolaus Copernicus University, July 2-5 2013, Torun, Poland.pp 223-224
3. Chandrasena. Premawardhena, N. (2012). Introducing Computer Aided Language Learning to Sri Lankan Schools: Challenges and Perspectives. 15th International Conference on Interactive Collaborative Learning and 41st International Conference on Engineering Pedagogy (ICL & IGIP), Villach, Austria.
4. Authors

In the authors below the paper title we will leave only the authors’ names and their main institutions (e.g. the University) – faculty, department, laboratory, address, postcode etc go here. You may also add a short bio statement.

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