

By Deirdre 14 Sep 2018

We all have different personality types, and so different people will enjoy different types of games. Can you think of a game you

Games are a powerful catalyst in driving personal progress, stimulation and development of cognitive ability. Games are fast be

For a number of years, I have designed games for organizational learning and development initiatives. I have used a simple fram

These are games which closely simulate the real world with scenarios and a decision architecture, to explore the key elements o

Simulation games seek to achieve:

Exploration of new issues from a different perspective and to create new mental models

Development of communication and development of team dynamics and conflict handling

Behaviour modelling and allows players to appreciate realistic experiences while gathering experience and practice in a safe en

Allows for various disciplines and social sciences to be combined for learning and development of skill sets.

Can break the ice and be used to create a group identity through shared experience.

Examples of simulation games are:

Business: Simulations allow for systems and business models to be experienced.

Entertainment: The Sims

Technical: Flight Simulators

Adventure games are set-up as a single player format (*protagonist) in an interactive story with a series of puzzles and problem

Adventure games seek to achieve:

Development of reasoning and problem-solving skills

Development of lateral and cognitive thinking skills

Application of extrinsic knowledge to solve problems and puzzles

Examples of adventure games are:

Business: Amazing Race

Entertainment: Escape Room, video games (excluding action)

In role-play games, players assume a particular role and interact with other characters. Role-play games allow for scenario-base

Role-play games seek to achieve:

Exploration of new issues from a different perspective and to create new mental models□

Development of communication□

Development of team dynamics and conflict handling□

Interaction and understanding of human dynamics□

Behaviour modelling□

Examples of role-play games are:□

Sales skills□

Customer service skills□

In strategy games, players participate in the management of resources and units, with a decision-making tree which can influence the outcome□

Strategy games seek to achieve:□

Improvement in planning and organizing skills□

Experience and skills acquisition through discussion and trying out new approaches□

Development of decision-making and tactics□

Awareness of individual and group thinking in a team□

Examples of strategy games are:□

Entertainment and Business: Risk, Chess, and War Games□

In quiz games, a series of questions and puzzles are set up to test knowledge and skill. Quizzes can also be used to test improvement□

Quiz games seek to achieve:□

Testing of knowledge and content□

Examples of quiz games are:□

Entertainment: Quizup, Trivial Pursuit□