



Economics Games

Interactive Simulations for Learning Economics

University of Waikato | 2026

Three Engaging Games



Build a Country

Manage tax rates, spending, and policies to grow your economy



Beat the Market

Build investment portfolios and react to market events



Crypto Crash

Analyze indicators and decide when to buy, hold, or sell



Build a Country

Team Decisions Each Round:



Tax Rate

Set between 10-50%



Education Spending

Invest 10-50% in education



Infrastructure Spending

Allocate 10-50% to infrastructure



Climate Policy

Choose: Weak, Moderate, Strong

Metrics Tracked:



GDP

Economic output and growth



Employment Rate

Jobs created in your economy



Inequality

Wealth distribution (lower is better)



Public Approval

Citizen satisfaction rating



Beat the Market

Portfolio Allocation:

Teams allocate 100% across:



Cash

Safe but low returns



Shares

Medium risk, medium reward

₿ Cryptocurrency

High risk, high reward



Bonds

Stable, predictable returns

Market Events:

Each round features:



Market Event

Bull markets, crashes, rate hikes



Risk Management

Balance returns with safety



Scoring System

$\text{Risk-Adjusted Returns} = (\text{Returns} / \text{Risk}) \times 100$

Winner isn't highest return, but best risk-adjusted performance

₿ Crypto Crash or Boom?

Market Indicators:

Teams analyze:



Market Sentiment

How optimistic are investors?



Trading Volume

How much buying/selling?



Social Media Hype

Are people talking about it?



Current Price & Change

Price trends and momentum

Team Decisions:

Each round decide:



Action

Buy, Hold, or Sell



Risk Exposure

Set risk level 0-100%



Special Features:

- Unexpected crash events
- Market manipulation scenarios
- Bonus for risk management

How to Play



1

Join Game

Scan QR code
with your team



2

**Watch
Timer**

See countdown



3

**Make
Decisions**

Discuss and
choose strategy



4

**Submit &
Ready**

Save choices,
mark ready



5

**View
Results**

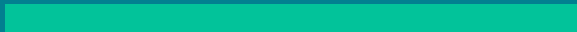
Check live
scoreboard

Ready to Play?

Economics Games bring learning to life

University of Waikato

Economics Outreach Programme | 2026



What Are Economics Games?



Interactive Simulations

Students make real-time economic decisions in teams



Time-Based Rounds

Each round has a timer to create urgency and simulate real conditions



Live Scoreboard

Teams compete and see results update in real-time



Learning Through Experience

Consequences of decisions become immediately visible

Learning Outcomes



Strategic Thinking

Learn to weigh trade-offs and make decisions under pressure



Economic Concepts in Action

See how taxation, investment, and risk management work in practice



Team Collaboration

Discuss strategies and reach consensus with teammates



Data Analysis

Interpret indicators, trends, and performance metrics



Decision Making Under Time Pressure

Experience the reality of making economic decisions with limited time

Tips for Teachers

Before the Game:

- ✓ Test the app beforehand
- ✓ Ensure all devices can connect
- ✓ Project scoreboard for everyone
- ✓ Print QR codes as backup
- ✓ Explain game rules briefly

During the Game:

- Circulate and listen to discussions
- Call out time warnings (30s, 10s)
- Don't give answers - guide thinking

After the Game:

Debrief Questions:

- What strategy did winners use?
- What would you do differently?
- How does this apply to real economics?
- What trade-offs were hardest?
- What surprised you most?

Connect to NZ Context:

- Government budgets
- KiwiSaver decisions
- Recent economic events