

Professional and Research Opportunities for Graduate Students

Faculty Member(s):

Cindy Kovalik

Project Title:

Use of simulation games for learning

Project Description:

The goal of this research project is to determine if playing a simulation helps students learn and be able to apply course content to solve a problem. A major portion of the course Managing Technological Change is devoted to the study of multiple theories of the change process. Playing the simulation game affords students the opportunity to apply what they have learned. The research also seeks student reaction to playing the game through a survey (Likert scale).

Project Timeline:

Data has already been collected for this study. Additional data may be available from the simulation game that has not yet been collected.

Days/Time Commitment:

Open. Data needs to be analyzed.

Research Method:

Survey

Benefits to Student:

Ability to analyze and interpret actual survey data. Possible opportunity to present at a regional or national conference. Opportunity to co-author a paper for publication.