

# VIRTUAL GAME METHOD IN HIGHER EDUCATION

One of the most important problems in higher education is connected not with the information students need to acquire, but with the teaching strategies involved. These strategies determine the effectiveness of the education process, the involvement of the students, and the durability of the outcomes. It explains why university teachers and education institutions put strong attention on the development of innovative teaching methods.

During the GAMES project we work on the development and introduction of virtual games in higher education as an innovative education method. This method known as gamification or edutainment, combines education and fun. With the digital native generation of students, special interest is put on virtual strategic games, which also explore ICT tools. The students put themselves in the position of business managers in various aspects of company management. During the game, their task is to make decisions within their area of competence, and the quality of those decisions has an impact on the virtual company's performance. Virtual strategic games as an educational method is based on the involvement of the students being taught, real world situation analyses, creating a process of decisions making by students, and feedback on the results of their decisions.

Project partners:



POZNAŃ UNIVERSITY  
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UNIVERSITY OF TARTU  
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# GAMES



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