

TEMPLATE TO DEVELOP GAME-BASED SCENARIOS

SCENARIO TITLE	IMPROVE PRODUCTIVITY AND QUALITY OF THE PRODUCT	
Key words	Production, quality check, size	
Whom do I want to teach to?		
Age range and students level	Students in Industrial and Organizational Psychology	
Possible students needs	IT literacy	
Cosa voglio insegnare?		
Subject / field / expertise	Psychology of organizational processes and work, interaction with skilled workers.	
Specific aims	<ol style="list-style-type: none"> 1. Understanding the production process 2. Communication among peers 3. Team working 4. Expertise 	
How do I want to teach?		Rate 0-5
Metaphors of learning that can facilitate the educational goals	Acquisition (I will communicate/present/ explain the contents to the students)	<input type="checkbox"/> <input type="checkbox"/> X <input type="checkbox"/> <input type="checkbox"/>
	Imitation (I will show students how to do things related to this topic / content, e.g. I will be a model for them)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> X
	Discovery (I will provide students with the tools to discover a specific concept with their own strength. I will arrange tours and provide adequate reinforcement)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> X <input type="checkbox"/>
	Participation (I will organize training sessions for students to discuss, share and collaborate in order to learn specific subjects and facilitate the interaction)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> X
	Experimentation (I will organize activities where the students can understand, practice and exercise through the – Learning by doing)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> X <input type="checkbox"/>
Description of the game	Narrative description	The game includes the organization of an efficient production line that takes into account the quality of the product (closely related to the atmosphere of collaboration in business).
	Aims	To understand the importance of teamwork and the extent to production.
	Rules	Respect for each other's productive and managerial roles.

	Challenges	Produce the best, and in less time.	
	Reward system/feedback cycle	The reward will be obtained in case of positive results.	
		Learning venue	
		Estimated time	
Narrative description of learning activities - step by step organization and structure	Before the game:		
	1. In class: current techniques for measuring and managing human resources	In class/ company	16 h
	2. In the company: field trials		8 h
	3. In class: the statistics in production		16 h
	During the game: 3 sessions of 1 h each	online	3 h
After the game:			
1. in class: game results	Online / in class	1 h	
2. in the company: field trials of gained skills		2 h	
		46 h	
How will I assess the students?			
Value approach	Group discussion Test Feedback from the group		
What do the students need to achieve the educational goals?			
Prerequisites	Basic knowledge of Organizational Psychology		
Setting and materials	Knowledge of the production line		
What do I need to implement the scenario?			
Tools to use	Mandatory	EUTOPIA	
	Optional		
Infrastructure / equipment	Mandatory	* Internet connection * One PC each user	
	Optional		
Resources	Books on Statistics of Production		
Time and space resources	Classroom with Internet access		
Any additional elements to consider			
Characters:			
2 production workers (driven by the number of items produced)			

- 1 Quality controller (meticulous)**
- 1 Production manager (driven only to the result)**
- 1 Technician (available but skeptical about any changes in the production line)**