

SUBMISSION OF HOTEL STARS GAME

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GAME DESCRIPTION

Workshop will feature English version of the OTEL STARS game. HOTEL STARS is a web browser-based game; participants play against a computer-modeled industry. The game is designed to be played on PCs and tablet computers. Since this business simulation game relies on a touch screen interface, the process of its creation required a new approach to interface design. Instead of following a classic decision tree model, we created a completely new distribution design. Every decision involves a maximum of two clicks or touches and the 'one screen' design minimizes scrolling. Game participants can click or touch the buildings on the in-game interactive map and call up any available decisions or information. The number of decisions grows as the game progresses, according to the stage of development accomplished around the simulation's storyline and the teaching program. The game can be played in small two-three person student groups. The objective of the game is to establish, run, and manage hotels in the virtual city of Pekunia (Latin for money). The fictional environment prevents players from making pre-game assumptions based on actual hotels and cities. The starting situations are the same for all player teams. They start with a modest amount of capital and the desire to create a successful hotel. In the initial stage, teams can choose a different starting location for their hotels. Their decision has long-term consequences. Information about the demographics and economics of each location are provided quickly and tied to planning and budgeting activities. The game consists of 16 decision rounds, during which the players have to manage their businesses to make them thrive. As the game develops, players must make increasingly complex decisions and dynamic game scenario.

TARGET AUDIENCE

HOTEL STARS is a computer-aided simulation game created as part of a program to teach basic of economics and management, addressed to secondary school students or entry level college students. The game and the program aim to teach fundamental knowledge about economics and business –through the game itself, as well as through the accompanying teaching materials and exercises.

TIME FRAME OF THE GAME

Minimum of 1,5 hour and maximum of 3 hours is need to experience the game

TECHNICAL REQUIREMENTS

The game is played on-line so internet connection is required. Participants need to bring devices capable of the using on-line browser with screens larger than 6` - optimally laptops or tablet devices. However, large screen smartphones will work too.

THE FULL GAME HAS BEEN DESCRIBED IN AN ARTICLE IN SIMULATION & GAMING JOURNAL:

WARDASZKO M. (2016), "Building Simulation Game-Based Teaching Program for Secondary School Students", *SIMULATION & GAMING. AN INTERDISCIPLINARY JOURNAL OF THEORY, PRACTICE AND RESEARCH*, 47(3), pp.287-303, DOI: 10.1177/1046878116635467