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Demonstration of Advanced Features in Computer-Assisted Gaming
of International Business

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Basic considerations for computer-assisted gaming of international business were discussed earlier by Thavikulwat (1995) and a business gaming simulation that incorporated these features has been demonstrated at previous ABSEL meetings (Thavikulwat & Chang, 1995, 1999). Since the last demonstration, new computer-assisted features have been added and the gaming simulation has been ported from the DOS to the Windows operating environment.

The difference between DOS and Windows may appear to have little significance for business gaming simulations, because these simulations generally do not require much interaction between participant and computer. Most are computer-controlled, and not computer-assisted (Crookall, Martin, Saunders, & Coote, 1986). They allow for high participant interaction but low participant control. Administered for only a few decision cycles, generally four (Rollier, 1992) to sixteen (Anderson & Lawton, 1992), participant-computer interaction is generally limited to the batched entry of from half a dozen to a few dozen decisions in each cycle. Thus, the advantage of Windows over DOS is generally of little operational consequence, setting aside marketability considerations.

In the case when the gaming simulation is more computer-assisted than computer-controlled, however, participants will interact frequently with the computer to exercise the control that they have. In these situations, the number of decisions permitted of each participant is virtually boundless, limited only by the time that the participant can spend with the computer. Thus, a price set in one instant can be changed in the next instant, depending on the decisions of competitors. The computer *assists*, it does not control. If John sets a price of \$100 and Jill follows with a price of \$90, John, noticing Jill's price may lower his price to \$85, and so forth. Thus, one decision-entry field does not mean one decision a period, but as many decisions of that category as each participant cares to make in the time available for working with the computer.

With increased interaction between computer and participant, the advantages of Windows over DOS become more consequential. These advantages include the ability to present more information in a more attractive and better-organized way, and to hyperlink with ease to related sets of information residing on the same or on different computer systems.

This demonstration will show how the advantages of Windows are manifested in computer-assisted,

international-business gaming simulation. The organization and display of information that simulation participants see will be presented, and the procedure for hyperlinking to related materials within the system and on the Internet will be demonstrated. Experiences with the administration of the gaming simulation will be shared.

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