

## **Experiential Learning Enters the Eighties, Volume 7, 1980**

### **FUNDAMENTALS OF SIMULATION FOR NEWCOMERS**

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The purpose of this panel is to provide background information concerning computerized business simulations (business games) in educational settings. Sources of games will be identified and considerations which enter into the selection of games will be discussed. Specific attention will be given to problems and issues involved in the use of computerized business games, such as information needs, grading, etc.