

## **Track 2: Creative Ways in Education**

### **Realgame - a new solution for teaching and learning business**

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Changes in the society are influencing both the business and the learning culture. Companies as well as students are setting new challenging targets for the teachers and teaching methods of business. Further, the new competence requirements coming from corporate sector are also challenging the students in their learning. Good governance of the specific study area is not enough, but the student, soon the new employee, is expected to also have eg. business, problem solving, teamwork and decision making competences. Companies are expecting that their employees understand and are able to manage comprehensive packages and that they know how the theory will be put to practice.

One of the main objectives of business teaching in the university of applied science is to fulfil the competence requirements set by the business sector. Understanding and managing the big picture is being emphasized especially in the teaching of business logistics. Content based curriculum largely being utilized for business teaching in universities has been criticized as it does not adequately support the development of extensive knowledge based key competences, ie. formulating the big picture. Thus, integrating curriculum and teaching should be considered.

One solution in teaching the understanding of comprehensive packages, combining the theoretical knowledge and practical process knowhow, has been a learning environment based on business game Realgame. In Realgame the different elements of business can be taught and studied at the same time, and the game is acting as a glue integrating different curriculum or subjects horizontally. The power of the Realgame in teaching and learning is based on real-time transactions, experimental learning and group-working.

This article will discuss the Realgame as one pedagogical method, a new learning environment and a tool for integrating teaching in the program of Business Logistics at the Uusikaupunki unit of Turku University of Applied Sciences. The article will describe different ways of utilizing the Realgame, both from the content and the extent of implementation point of view.

Realgame has been found to suit well in demonstrating and practicing the supply chain management and the business activities within a company. Realgame has proven to be useful and inspiring way to develop comprehensive business and logistics knowledge based competences. Depending to the extent of implementing the Realgame, there has been identified several strengths and development areas in the implementation. Activities, in which the teachers should evaluate and develop their teaching and working methods and increase the co-operation among colleagues, will require pro-activeness from individuals as the school culture and practices change slowly. The objective should be a better learning environment, where teaching may also become more meaningful in many ways.

**Friday 8 October 3:30 –5:00**