

The effectiveness of Management games in Operations and Supply Chain Management education and training

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This study will examine the effectiveness of online Management games in achieving learning outcomes in Operations and Supply Chain Management (OSCM) education and training. There are 200 such different games that introduce various concepts in OSCM, including several educational games outside of academia (such as Factorio, Infinifactory, and Opus Magnum). The successful applicant will examine various online games within OSCM that claim relevant learning outcomes with the aim of understanding the relationships between game design variables and indicators of effectiveness. This will involve the use of games in an online education setting and measuring learning outcomes.