

INFORMATION ABOUT THE TRAINING GAME

The purpose of this training game is to allow teams to create innovative games that could be used for training in the IHRM area. Therefore, the games need to be relevant to the course and has educational/training value. Teams are free to focus on one or more issues from the following (but not limited to these) themes e.g. cross-cultural training, expatriate selection and expatriate repatriation.

Your team should think about framing the game in the following manner:

Step 1: Decide what are going to be the objectives/purposes of this game.

Step 2: Which theme or themes will your team focus?

Step 3: What will be the channel for running the game? e.g. using a board game or match making or card games? Think about how to involve everyone in the class.

Step 4: In terms of timing, about 5 minutes should be allocated to explain the game before commencing the game. Next, the participants need to be given some preparation time of around 10 minutes. Then, the game is allowed to run for around 20 to 30 minutes. Let the game run for about 20 minutes and allow 10 minutes of buffer for over time. Finally, 5 to 10 minutes should be dedicated to cover the lessons to be learnt from the game. If you are scheduled for the first session, please consider allowing time for the next team to set up the next game. Similarly, the 2nd team should not go over time.

Step 5: Presenters will be evaluated by attendees. Fifty percent of the assessment comes from your peers and the remaining 50% comes from me. For example, if the average of your peers' evaluations is 7% and my evaluation is 8%, then your overall score is 7.5% for the team. Hopefully, this averaging will reduce any potential biases from your peers and me.

Each team will be evaluated on the following criteria:

1. How well did the game relate to the IHRM theme(s)?
2. Did the game have high educational/training value?
3. Was the game engaging and fun?
4. Was the game well thought out and planned?

A scale that range from 0 (failed to demonstrate) to 10 (excellent) will be used to rate the criteria:

- 0 = Failed to Demonstrate; 1 = Extremely poor; 2 = Very Poor; 3 = Poor;
4 = Below Average; 5 = Averaging; 6 = Reasonable but contains some flaws;
7 = Good; 8 = Very Good; 9 = Proficient; 10 = Excellent.