

Educational validity of business gaming simulation

[Business](#)



The paper "Educational Validity of Business Gaming Simulation by Stainton, Johnson, and Borodzicz" is a delightful example of an article on business. This section of the paper depicts a general overview of the study. This involves the explanations for writing the paper, the reviews of different scholars and also examines the findings of the study. The study conducted by Stainton, Johnson, and Borodzicz (2010) clearly states that many of the past educational legitimacy of business simulation gaming have been inconclusive. Most of the previous researches focused on weaknesses of business simulation that is frequently regarded as a learning medium having educational efficacy. Nevertheless, previous studies have made limited attempts have been made to provide evidence of the educational validity of business gaming simulation in terms of building and implementing. This study has combined various literature on simulation design, learning, and research methodology to create a methodology to review the educational validity of business gaming simulation. Objective

This paper reviews the academic paper published by Stainton, Johnson, and Borodzicz in the year 2010. The paper aims at various strategies and criteria for dealing with business gaming. The researchers and professionals have shown considerable interest in the educational validity of business gaming simulation as well as its demerits. This paper also elucidates the educational legitimacy of business gaming in the contemporary era.

Introduction

The introductory part of the paper evaluates the causes for addressing the validity of the study which is based on the review of previously collected data of different researches. The paper by Stainton, Johnson, and Borodzicz <https://assignbuster.com/educational-validity-of-business-gaming-simulation/>

(2010) clearly indicates the purpose of the study and the introduction basically guides the reader through a basic overview of the entire paper.

Theoretical Framework

The theoretical framework is an important section of any academic paper. The review of the study conducted by Stainton, Johnson, and Borodzicz (2010) shows that the content of the study is correlated to the title of the article. This paper successfully highlights the educational validity and usefulness of business gaming simulation with reference to a variety of research design and implementation processes. In the conclusion part of the theoretical background section, the authors clearly state the applicability of business gaming simulation. The research methodology framework has been designed so as to reflect appropriate message to the reader regarding the educational validity of business gaming simulation.

The research tools and design used in this study have been found to clearly support the legitimacy of the study. The authors have highlighted arguments for and against the research design that enhanced the credibility of the study. The authors have also acknowledged the importance of conducting further research on this topic by citing the limitations of this article. While reviewing the article it was also found that this paper did not include any 'table of contents' which is recommended in 'Harvard' style referencing. All the charts, diagrams, figures have been labeled sequentially as indicated by Gustavii (2003) that allows readers to pursue the content of the work more easily.

Findings

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The main results of the study conducted by Stainton, Johnson, and Borodzicz (2010) are discussed as follows:

The main findings of the study are concerned with the evaluation of business gaming simulation and the effective product of learning

The designer has properly produced the representational value of business gaming simulation and also explained how well it will be understood

The article defines experiential learning as a procedure involving an encounter of issues and implements solutions to problems

The authors have found out that self-motivation is the essence of business gaming simulation and the same plays an important role in motivating participants

A proper set of guidelines ought to be available on account of the issue of configuration, and execution of the evaluation strategy. They ought to be given so as to validate the proficiency of business gaming simulation

The educational legitimacy is extremely influential in business gaming simulation in terms of comprehending real-world problems

The authors have suggested that data should be summarized properly so as to motivate individuals who are willing to pursue their career in this field

The main findings of the study suggest that simulation should be designed by emphasizing on certain factors like complications and implementation methods after assessing the educational validity of the simulation

Limitations

It is important to note that the research article written by Stainton, Johnson, and Borodzicz (2010) has certain shortcomings. One of the limitations includes lack of recommendation for designing, implementation procedures, <https://assignbuster.com/educational-validity-of-business-gaming-simulation/>

validation of TES. These recommendations are significant as 'total enterprise simulation' is critical for the assessment of learning effectiveness in business gaming simulation. It is recommended that the article under discussion should be properly examined for an unambiguous understanding of the topic.

Conclusion

Finally, in conclusion, it can be said that the paper written by Stainton, Johnson, and Borodzicz (2010) is a suitable illustration of a well-written academic research paper. This is apparent from the purpose and systematic manner of writing the article which reflects the theme subject of study. The readers can simply read thoroughly and grasp the underlying concepts.