



Supporting Evaluation Worksheets for the P4G Business Game



PLAY4GUIDANCE

A European Business Game to train and guide students and young unemployed on entrepreneurial, transversal and mathematical skills







1. Pedagogical approach of strategic planning

A) In the given round, state which of the 3 business activities you have mainly focused. Provide explanations for your decisions.	
Identify the business activity that was mainly addressed:	
Reasons: 1.	
2.	
3.	
4.	
B) Rank all the business activities (BA) in order from the most important to the least important given the company needs and business plan for the given round. Identificators that led to your decision, considering competitiveness and financial constraints as well.	fy
BA1.:	
BA2.:	
BA3.:	







llowing table you are requested to identify and evaluate the strategies that wed in the round in terms of set objectives and objectives accomplished.

No of Rounds	Strategy	1:	Strategy	2:	Strategy	3:	Strategy	4:
	Set objectives	Accomplished objectives						
1	,	,		,	,	,		,
2								
3								
4								
5								
6								
7								
8								
9								
10								
11								
12								

D)	(From Round 2 and on). Were you influenced in this round by the other team's
	strategic planning? If so, indicate the specific data that have affected your own
	decisions.
4	

- 2.
- 3.
- 4.
- 5.







2. Self-evaluation of learning goals and skills

After each session you are requested to evaluate your performance in terms of the given learning goals and skills.

Please indicate your performance on the following tasks/skills by writing the appropriate number.

1: I need to work on this 2: I did this OK. 3: I did well. 4: I did this very well!

Learning goals	Ways / Methods	Skills / Knowledge	Evaluation of learning goals			
Learn how to			0	0	0	0
			Session 1	Session 2	Session 3	Session 4
1: I need to work o	n this 2: I did	this OK. 3:	I did well.	4 : I die	d this very	well!
0. example			2	2	3	4
users' skill develop	ment					
Seek out information/evide nce	Research information	Critical thinking				
Organize information	Use Spreadsheet	Spreadsheet skills Problem solving				
Examine data	Research information	Spreadsheet skills				
Sort out relevant and irrelevant factors	Use Spreadsheet	Problem solving				
Prioritize evidence for a given goal	Seeing interrelationships Reading in context strategising	Analytical Thinking, Problem solving				
Develop a strategy for	Apply innovative	Analytical Thinking,				







monitoring evidence	thinking	Creative Thinking		
Plan a business strategy Adapt effectively to a variety of	Discovering meaning Understanding how knowledge is stored Applying learning from problems to later ones planning, revising,	Analytical Thinking, Creative Thinking Resourcefulnes s, making links, reasoning Analytical Thinking,		
situations	reflectiveness	Creative Thinking Problem solving		
users' affective skill development				
High risk factor decisions based on a long run strategy plan	Apply innovative thinking (possessing relevant attitude)	Optimistic attitude, creative, out-of the box thinking, insight		
Demonstration of readiness for understanding and commitment to the care of others	(Empathy- possessing relevant attitude)	Interpersonal skills		
Tackling and mastering states of stress and anxiety	(Self-control- possessing relevant attitude)	Ability to positively react to different situations		
Ability to successfully present and express skills in a business environment	(Self-Confidence -possessing relevant attitude)	Communicative , Interpersonal skills		
users' cognitive dev				
Relevance of resources to business domains	Research information Seeing interrelationships Reading in context strategising	Analytical Thinking, Problem solving		





Cot priorities for	Research	Applytical		
Set priorities for		Analytical		
each strategy	information,	Thinking, Problem		
	planning	solving		
D 2 - 22 -		•		
Prioritize	Research	Analytical		
business	information,	Thinking,		
financial	planning	Problem		
expenses		solving		
Consider	Research	Analytical		
relevance	information	Thinking,		
between financial	Seeing	Resourcefulnes		
expenses and	interrelationships	s, making links,		
long-term profit	Reading in	reasoning,		
	context	Problem		
	strategising	solving	 	
Interpret the	Research	Analytical	 	
conditions	information	Thinking		
relating to				
production				
management				
Meet the needs	Research	Analytical		
of customers (in	information	Thinking,		
quality &	Seeing	Problem		
quantity)	interrelationships	solving		
' ''	, strategising			
Control product	Reflect on	Problem	 	
quality	conditions	solving		
Recognize the	Seeing	Analytical		
power	interrelationships	Thinking,		
relationships in	Reading in	Creative		
organizations	context	Thinking		
	strategising	Problem		
		solving	 	
Set performance	Reflecting	Analytical		
objectives and	and strategizing	Thinking,		
measures		Creative		
		Thinking		
		Problem		
		solving		







3. The P4G Self-evaluation tool

Target Group:
Date:

Personal Info	Personal Information						
Gender:	Male	Female					
Age:							

How well did I do?

Traits		I need to work on this!	l did this OK.	l did well.	l did this very well!
		1	2	3	4
	A. Human-Computer Interaction: Ergonomics/Interface				
1.	I used the functions/data provided by the system in order to take strategic decisions (eg. "Last turn results", "Result overview", "Decisions per area", "show current ranking position" etc.)				
2.	I consulted the relevant information (in text form) for each of the variable characteristics				







3.	I checked the histogram of the variable values and the text explanation of the variables by selecting the icons and question marks provided for each variable.	
	B. Technological Aspects	
	I used the operational structure of the game (eg. charts) to comprehend the interdependency among variables.	
5.	I was engaged in realistic scenarios through the modeling processes supported by the platform.	
	C. Construction of Concepts & Skills	
	I developed mathematical skills by figuring out the interdependence of variables and estimating the impact of their values.	
7.	I developed entrepreneurial skills by exploring variables (decision-making; the results obtained; market data; the operating parameters) addressing the management of supply, the management of the production, the management of marketing and sales, overall management and market research.	
8.	By playing the game I understood and acquired basic business terms (eg. interest rate, weighted average cost, etc.)	
	D. Scaffolding	
9.	I processed the information provided in the P4G business game to identify key marketing issues related to supply, production, promotion, marketing and sales.	
10.	I selected options that were consistent with the evaluation of the variables (values by default, ranging values, projection in charts, etc.)	
11.	I considered the feedback provided by the system to make effective quantitative evaluations and identify criteria for evaluating alternatives	
12.	I used the serially provided information (in text form) to develop professionally responsible analysis and solutions.	





E. Game Experience	
13. I applied decision-making and problem- solving skills to design strategic plans	
14. I tracked and evaluated my performance throughout the 12 successive game rounds.	
15. I followed the guidelines of the game	
16. I set long term and short term goals during my interaction with the game	
 I considered the market parameters and tried to make predictions on market change alternatives 	
F. Psychological perspectives	
18. I demonstrated personal responsibility while engaged in the game.	
19. I demonstrated leadership and group dynamic skills	
20. I found the game challenging.	
21. I enjoyed developing skills while engaged in a game	
G. Collaboration	
22. I managed to contribute my opinion.	
23. I acted as being part of a team sharing the same goal	
24. I supported my team by providing arguments	
25. I supported my team by applying personal skills (mathematical, strategic planning, applying ICT tools, etc)	

Comments:

I did well on:







My fav	ourite part of this g	ame was:
One th	ning I didn't like was	s:
I need	to improve in:	
I need	to learn more abou	t:
I acqu	ired the following s	kills:
•	goal setting	
	organisational	
	leadership	
	management	
	analytical	
	logical thinking	







roblem-solving	
decision taking	
human relations	
I learnt the following business concepts:	
management of supply	
production management	
 management of marketing and sales 	
 overall results of management 	
market research	
business plan	





4. COURSE EVALUATION QUESTIONNAIRE

Please fill in the following questionnaire. Your views will help towards making the overall course more efficient.

5: I	5: I fully agree 4: I agree 3: I don't know 2: I disagree 1: I completely disagree							
0. /	Please mark your selection as in the example below.	5	4	3	2	1		
I	Example					1		
	A. Evaluation of the Course					_		
1.	The aims of the course were made sufficiently clear							
2.	The course resources were appropriate to its aims							
3.	The course material and activities were well organized							
4.	The additional resources in the P4G platform (Glossary, video tutorials, skills matrix etc.) helped towards a better understanding of the subject matter							
5.	The aims of the course were attained							
6.	The course was interesting							
	The course was interesting The course was useful					+		
	3. Evaluation of Instruction					+		
8.	The instructor encouraged us to join in discussions in a way that helped us to develop knowledge/competences.							
9.	The instructor helped and guided us whenever requested							
10.	The instructor was receptive to our questions							
11.	The instructor gave us further explanations and examples when needed.							
12.	The instructor was consistent in keeping course hours							
C.	Evaluation of the P4G Business game							
13.	The set tasks in the business game were irrelevant to real market conditions.							
14.	The business game was easy to use and operate							
	The business game interface enabled a satisfying and friendly interaction for the user (e.g. use of colour, graphical design, etc).							
16.	There was consistency between the learning goals of the course and the business game							







17. The business game operability (easy to operate and			
control) was satisfying			
18. Navigation supported by the platform was easy.			
19. Information and analysis of data provided by the game			
were useful.			
20. I found the overall use of the business game satisfying,			
in terms of my expectations and related needs.			

21. To what extent do you think that the course has contributed to the improvement of your knowledge and skills?

Rate on a scale from "0 = not at all" up to "10 = extremely" (mark your score in the box below choosing the degree that best expresses your opinion)

0	1	2	3	4	5	6	7	8	9	10

22.	Which additional activities, functions or information would you recommend for the improvement of the P4G Business game platform?
23.	Do you have any additional comments about the course? If so, please tell us about them here:

Thank you for your help. Your participation is greatly appreciated.

