

SIMULATION



WHAT IS A SIMULATION?

A realistic, structured situation designed to engage participants in various interactions within a particular setting.

A SIMULATION ACTIVITY MAY BE ORGANIZED

- » virtually and/or face-to-face.
- » to last for a few hours or days, depending on its complexity.
- » with the involvement of an experienced facilitator and/or team of facilitators and resource people.
- » for decision-makers and practitioners.
- » at any stage of a project.

USE IT TO

- » practice new skills in a realistic, “real-world” environment.
- » develop proficiency in handling a complex role or specific equipment.
- » enable knowledge transfer.
- » analyze a given situation in depth.
- » support deep understanding of a subject area.

HOW TO USE IT

- » Developing a simulation is time and resource-intensive. It requires detailed planning and expertise.
- » In the planning phase, you need to
 - › identify the purpose of simulation: education, research, training, decision making, planning, socialization, communication or other.
 - › decide on the nature of the interaction among players and between players and the game.
 - › decide on the media in which the simulation will be represented and played. Examples include cardboard, paper, or plastic playing pieces in board games; metal figures and model buildings in tabletop games; and virtual worlds and figures in a computer game. For digital games, media technology includes all kinds of digital technologies, such as software programming, video technology, digital animation, and network languages.
- » See if there is an existing simulation and/or game available that you can use before creating a simulation from scratch.
- » Do a full run-through of the simulation and/or game before the learning event. Debrief and encourage the pilot-testing group to evaluate their experience.
- » Capture the pilot group’s feedback to improve the simulation and/or game and better align it with learning objectives before the launch.